Sammy Stollman

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Education

Wentworth Institute of Technology — Boston MA
Bachelor of Science in Computer Science, Minor in Applied Mathematics
Expected Graduation: August 2026

- Relevant Courses: Computer Science, Data Structures, Computer Organization, Calculus I & II, Foundations of Applied Mathematics, Network Programming, Algorithms, Linear Algebra, Operating Systems (in progress), Multivariable Calculus (in progress), Probability & Statistics (in progress), Applications of AI (in progress)
- Dean's list Spring 2022

Skills

- **Programming Languages**: Proficient with Python, Java, C. Familiar with JavaScript, HTML, CSS, UNIX
- **Relevant Software**: VSCode, Unity, Blender, Unreal Engine, Arduino
- **Soft Skills:** Problem Solving, Project Planning, Algorithm Design, Data Visualization

Projects

JavaFX Target Game — March 2023

- Worked with a team to create a game where users click on a moving target that becomes progressively faster and smaller
- Combined elements of programming and game building
- Used JavaFX and object-oriented programming principles to build a well-organized and enjoyable game

Cat and Mouse Odyssey — October-November 2023

- Collaborated with a team of three to build a game that connected clients over UDP, successfully sending and receiving input with high reliability and speed
- Continuously tested my knowledge of network programming concepts and socket programming
- Used Pygame library to draw characters and map on both players' screens

Epidemiology Compartmental Models — April 2023

- Built and visualized disease-spread models using Python and Matplotlib
- Utilized Jupyter Notebook for iterative computation
- Demonstrated strong mathematical and programming proficiency in model simulation

LRU Page Replacement Algorithm — November 2024

- Developed a C-based Least Recently Used (LRU) Page Replacement Algorithm, simulating page fault handling in operating systems
- Designed an efficient solution with dynamic memory allocation, ensuring optimal use of system resources
- Strengthened skills in systems programming, pointer arithmetic, and algorithm optimization

Relevant Experience

Tinker & Create Instructor/Assistant — Sharon, MA — May 2019-2023

- Taught and assisted elementary and middle school aged students in 3D animation with Blender, game design with Unreal Engine, and robotics courses using Arduino to provide meaningful education focused on STEM topics
- Taught to over 150 students receiving 95% positive feedback from participants and parents
- Designed and enhanced lesson plans and implemented them in class setting

The Rivers School IT Organization Project — Weston, MA — June 2024

- Tested and surveyed equipment and contributed to a Google Sheets spreadsheet outlining all technical issues in every classroom on the school campus
- Organized messy wires and equipment in various locations around the school and collaborated with the IT team