

SAM SALTWICK

STUDENT AT THE
UNIVERSITY OF
MARYLAND

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Skills

PROGRAMMING LANGUAGES (RANKED)

Python

Java

MATLAB

Processing

Arduino

HTML

CSS

Ruby

C

Rust

OCaml

Verilog

SOFTWARE

Windows

Linux

Adobe Creative Cloud

Relevant Coursework

Introduction to Object
Oriented Programming I & II

Introduction to Computer
Systems

Discrete Mathematics

Organization of
Programming Languages

Algorithms

Signals and Systems Theory
I & II

Digital Circuits

Linear Algebra

Computer Vision

Data Structures

Engineering Probability

Computer Organization

Summary

Motivated Computer Engineering Honors student seeking an internship for the Summer of 2019. Building intensive projects for coursework and personal knowledge, with focus in Computer Vision. Experienced with collaborating and working with teams to reach a higher goal.

Education

University of Maryland Honors College, College Park

B.S. Computer Engineering 2020

GPA: 3.72

Employment

Coder Kids

Product Developer & Tutor

Teaching children ages 6-13 basic computer science concepts

Helping students set SMART goals for each session

Developing production tools to enhance company workflow

Contributed to enrichment program expansion through the creation of a promotional video

Designing and implementing novel courses to be taught in enrichment programs

McLean Virginia
Sept. 2017 to Current

Product Developer

Designing novel courses for use in enrichment programs and studio instruction

Learning several programming languages and frameworks to teach students

Creating instructional video content for students

Implementing courses in enrichment programs and at the Coder Kids studio

McLean Virginia
Aug. 2018 to Current

Tourneau

Information Technology Intern

Built and configured CentOS 7 Server

Developed proof-of-concept Chef Configuration Management system

Created a short film for a company event in Adobe Premiere Pro and Adobe Photoshop

Learned valuable communication skills through corporate presentations

New York, NY
June 2017 to July 2017

Projects

Oversand Vehicle Team Project

Worked towards building a robot that could measure and neutralize a chemical pool

Designed and built electrical circuits to power, control, and fulfill given tasks

Programmed an Arduino to control motors, ultrasonic sensors, and radio communicators

Presented our design and build process to a class of 40 students as well as several professors

Oct. 2016 to Dec. 2016

Autonomous Unmanned Systems Research

Researched a method to autonomously detect terrorist attacks in public areas

Used Python with OpenCV and Tensorflow to recognize objects

Developed research paper and video presentation of current work

Built simulation to accurately model various efficient navigation algorithms

Spring 2017 to Spring 2018

Genetic Algorithm Simulation

Built a simulation of a genetic based path finding algorithm using p5.js

Experimented with different obstacles and growth rates

Created a tool to plot simulation data in the browser

Mar. 2018

Awards

A. James Clark School of Engineering · Dean's List

Received a spot on the Dean's List four consecutive semesters

Spring 2018

Activities

Research Peer Mentor

Assisted current student researchers with their projects

Organized and developed lab tools and methods

Prepared labs and lectures for students

Communicated between students and research educator

Jan. 2018 to May 2018