SAM
WEILLER

DEVELOPER. DESIGNER. UXER.

ABOUT

Hi. I am Sam. I design awesome digital and physical things, I develop for web and mobile, I raise service dogs, and I play the bassoon. I am a designer and a developer, and a full stack UXer.

CONTACT

WEB: samweiller.io

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SKILLS

DESIGN

SKETCH	
ADOBE SUITE	
DATA VISUALIZATION	
VIDEO PRODUCTION	
PROTOTYPING	
ANIMATION (2D/3D)	

DEVELOPMENT

JAVASCRIPT	
HTML/CSS	
NODE.JS	
PYTHON	
SWIFT (iOS)	
ARDUINO/RASPBERRY PI	

INTERESTS

- Training Service Dogs
- Drinking Excellent Coffee
- 3D Printing
- Playing the Bassoon
- Composing Music

WORK EXPERIENCE

○ **CANINE COMPANIONS FOR INDEPENDENCE** / SEPT 2016 - PRESENT
Freelance Product Designer in **Atlanta, GA** and **Orlando, FL**
- Working with staff, trainers, and volunteer puppy raisers to redesign a platform to track and log progress for service dogs in training.
- Creating a collaborative design workshop to directly involve all relevant stakeholders in the design process.
- Designing mockups and interactive prototypes for user testing.
- Executing designs through code and deploying the platform to over 600 puppy raisers nationwide.

○ **RAHEEM** / JULY 2016 - PRESENT
Product Lead in **San Francisco, CA**
- Collaborating with a multi-disciplinary team to create a platform for reporting and reviewing police interactions through a Facebook Messenger bot.
- Leading a team working to create an online platform to visualize report data.
- Producing story and editing video content for an upcoming Kickstarter product video.

○ **JUNIOR** / MAY 2016 - AUGUST 2016
Technology Apprentice in **San Francisco, CA**
- Designed, developed, and pitched a Slack-based chat bot for a client company with a combination of user research, Node.JS, and some expert presentation skills.
- Conducted and presented rapid, guerilla user research for a software development client.
- Reinvented the UX for a client's web experience on a two-person team.
- Contributed to a UX redesign of PocktVR: a platform for sharing 360° media.

○ **PROJECT FIDO** / MAY 2015 - DECEMBER 2016
Graduate Researcher in **Atlanta, GA**
- Developed canine wearable products to facilitate unambiguous communication between working dogs and their handlers.
- Prototyped devices with embedded systems (Arduino, Raspberry Pi) and sensors that dogs can interact with both on and off their bodies.

○ **DILKS LAB** / AUGUST 2013 - MAY 2015
Lab Manager in **Atlanta, GA**
- Designed, conducted, and analyzed experiments studying visual perception of scenes using neuroimaging (fMRI), eye tracking, and behavioral methods.
- Developed immersive, 3D research environments using Unity and C#.
- Managed lab logistics, including writing IRB protocols and developing analysis scripts in MATLAB, Python, bash, and FSL.

EDUCATION

○ **GEORGIA INSTITUTE OF TECHNOLOGY** / GRAD MAY 2017
Master's Degree in **Human Computer Interaction**
- Interactive Computing Focus
- GPA: 4.0
- Teaching Assistant for User Interface Design, Intro to Visual Design

○ **UNIVERSITY OF ROCHESTER** / GRAD MAY 2013
Bachelors of Arts in **Music Composition**
Bachelors of Science in **Brain & Cognitive Sciences**
- GPA: 3.65, Cum Laude
- One of two recipients of the Bilski-Mayer Research Fellowship in 2012