

SAM DAITZMAN

Software engineer & product designer
Available Summer '21
Student, F.W. Olin College of Engineering (GPA: 4.0)
2019 Weissman Foundry Fellow
2019 MakeHarvard BMW First Prize

CONTACT

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EDUCATION

2018-2022: Olin College of Engineering

Recipient of 4-year 50% merit scholarship.
Candidate for Bachelor of Science in
Engineering: Computing & Design Concentration.
Current GPA: 4.0

Co-founded PInT, a public interest tech group
working to apply engineering for good.
Created & directing the PInT Summer Fellowship.

Relevant Courses: Principles of Engineering;
Design Nature; Modeling and Simulation;
Quantitative Engineering Analysis;
Data Structures and Algorithms;
Software Systems.

2013-2017: NuVu Studio

Project-based innovation school.

2015-2017: Harvard University
Extension School (Computer Science)

EXPERIENCE

Summer 2020: Math Research

Creating and implementing interactive
calculus curriculum with Dr. Kelsey Houston-
Edwards at Olin College.

Summer 2019: Context & Ethics Group

Co-designed teaching curriculum for courses
like Machine Learning, Quantitative
Engineering Analysis, and Software Design.

2018-2019: Weissman Foundry Fellow

Led team to successful fellowship.
Grew self-publishing tech vis/art zine
collective to events for BOW community.

2017-2019: Berkman Klein Center for Internet and Society at Harvard

Created Digital Citizenship curriculum
and contributed to novel research on
ML, education, and AI explainability.

2016-2018: Smile Shade

Co-founded start-up with seasonal affective
disorder treatment device featured in
MacWorld, PCWorld, DigitalTrends,
HubWeek. <https://smilesha.de>

2015-2016: StudentRND CodeDay

CodeDay Boston Organizer and
StudentRND Evangelist.

Summers 2014-2016: NuVu Studio

3D printing, fabrication, electrical and
software engineering instructor.

SKILLS

- Python, Arduino/C/C++ & robotics
- HTML/Vue/(S)CSS/JS & node.js
- Industrial design & product development
- Teaching, communication and evangelism
- Manufacturing tech (CNC, 3D printing)
- Video/audio production & photography
- Graphic design & typography
- After Effects, Premiere, Photoshop
- Illustrator, Sketch, Figma