

Sam Posner

Software developer & creative technologist

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WORK EXPERIENCE

Android Consultant & Software Developer, Midnight Commercial *Dec/2017- Mar/2018*

- Consulted on Android camera SDKs and Google vision libraries for Samsung project.
- Conducted research on AR techniques; developed demo of face tracking in ARCore.

Computer Vision Consultant, Andy Cavatorta

May/2017 - Jul/2017

- Consulted on computer vision techniques for smart appliance project.
- Developed object detection and classification software with OpenCV and TensorFlow.

Software Developer, Midnight Commercial

Jun/2016 - Feb/2017

- Developed networking and image processing backends for clients' technology products:
 - Google Project Ara: OpenGL microlens array renderer for [Tardigrade Biome](#).
 - Samsung smart appliance: modular camera system with OpenCV enhancement.
 - Target innovation project: Cinder tools to evaluate touchscreen interfaces.

Technology Evangelist, NetBurner, Inc.

2015 internship

- Designed and developed projects to showcase NetBurner's MOD5441x platform:
 - [Insert Coin; Receive Bitcoin](#): embedded Bitcoin vending machine.
 - [Packet Painter](#): hardware packet sniffer serving a JavaScript traffic visualizer.
 - [Robot Remote](#): wireless Android controller for an [Intelligent Robotic Arm](#).

Previous Experience:

- Engineering instructor at Waterside School: 3D printing and circuit design. *2014*
- Web development contractor for Pickvee, Inc: Tomcat server, SQL, and GWT. *2013*

PROJECTS

- [Stress Beat](#): Python script to generate breakbeats from text morphology.
- [RoboVision](#): real-time stereo visual odometer on the HTC Evo 3D Android device.
- [AbsurdEngine](#): Android/iOS framework based on the XMLVM cross-compiler.

EDUCATION

2016 BA in Media Studies, conc. in Digital and Electronic Media. Pomona College

- Completed thesis on computer vision and biometrics, with Native Client [demo](#).
- Published original research on [Neo-Piagetian Reasoning and Abstraction](#) (CCSC, 2015).
- Won [People's Choice](#) (Spring 2015) and [Best Game](#) (Spring 2013) at the 5C Hackathon.

TECHNICAL SKILLS

C++, Java, JavaScript, Python. Android, HTML5, microcontrollers. OpenCV, OpenGL. Blockchain.