

Samuel Siegart

Work Experience

Google: Software Engineer (Sunnyvale CA, Sept. 2018 - Present)

- Designed and implemented reusable UI components used in hundreds of business-critical apps, saving years of developer time and ensuring consistent UX/A11y.
- Taught workshops to train 10-50 coworkers at a time in two different frontend frameworks.
- Rewrote a low-code application platform (LCAP) in a new frontend framework, improving UX/A11y and saving hundreds of business critical apps from deprecation.

Amazon Lab126: Software Development Engineer (Cupertino CA, July 2017 - Sept. 2018)

- Built the web app for Amazon Cloud Cam from prototype to launch, implemented features such as WebRTC live streaming and clip playback.
- Worked on Cloud Cam's iOS app, wrote features including geofencing, clip management, and customer feedback to improve CV algorithms.
- Collaborated cross-team with Product/UX, Amazon Drive, Identity Services, CV, QA, etc.

Shopify: Data Engineering Intern (Ottawa ON, Summer 2016)

- Extended data pipelines to transform petabytes of data in HDFS for availability in PrestoDB, improving BI query performance across billions of rows.
- Prototyped an internal Rails app for exploration of real-time trending product types across 300k+ ecommerce websites with an intuitive graph interface.

Shopify: Software Development Intern (Ottawa ON, Summer 2015)

- Wrote test-driven Ruby on Rails, JavaScript, and did regular code reviews in a team of engineers and designers implementing core admin features used by 300k+ merchants.
- Brought to launch the bulk editor, a tool for quickly and simultaneously editing multiple products, variants, and other store features-- used 10k+ times daily since launch.
- Prototyped new merchant communication features, conducted early user testing and iteration.

University at Buffalo: CSE 250 Data Structures TA (Spring 2015 - Fall 2016 — 4 Semesters)

- Taught fundamental C++ and data structures concepts to weekly classes of 20+ students.
- Helped plan and implement coding assignments, developed automatic grading scripts.
- Held regular office hours to help students one-on-one with course material and assignments.

Fun Personal Projects

[gatr.chat](#) - Login-free video-chatting and screen-sharing site using WebRTC and Node.js.

[bazbingo.itch.io](#) - Physics-based survival arcade game, built in Unity.

Skill Summary

Languages: Python, Swift, C++, Ruby, Java, JavaScript/Typescript, Dart, C#, Sass

Domains and Frameworks: iOS, Ruby on Rails, Flask, Node.js, React, WebRTC, Angular, Unity

Education

University at Buffalo, Class of 2017: B.S. Computer Science & B.A. Mathematics **GPA: 3.913 / 4.0**