



# SAM WEILLER

DEVELOPER. DESIGNER. UXER.

## CONTACT

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## SIDE PROJECTS

### JEFFERSON

Developer, Designer, Strategist

A Facebook Messenger bot that helps you find and call your congresspeople using just your location.

*CallWithJefferson.org*

### CANINE COMPANIONS FOR INDEPENDENCE

Freelance Product Designer

Work with staff, trainers, and volunteer puppy raisers to redesign a platform to track and log progress for service dogs in training.

Creating and facilitating collaborative design workshops to directly involve all relevant stakeholders in design processes.

## SKILLS

DESIGN

SKETCH	
ADOBE CREATIVE SUITE	
PROTOTYPING <i>invision, framer, pixate, atomic</i>	
DATA VISUALIZATION	
USER RESEARCH	
ANIMATION (2D/3D)	

DEVELOPMENT

JAVASCRIPT <i>d3, react, jQuery</i>	
HTML/CSS <i>bootstrap</i>	
PYTHON	
NODE.JS	
SWIFT (iOS)	

## WORK EXPERIENCE

WALT DISNEY IMAGINEERING / JUNE 2017 - PRESENT

VFX Pipeline Development Intern in Los Angeles, CA

- Working with a development team to develop new features and improvements to Shotgun, a VFX asset management software.
- Developing user-focused scripts using Python, JavaScript, HTML, CSS, and ReactJS.
- Collaborating on development and design with Imagineers across departments.

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 creating an online data visualization platform for report info.
- Assisting in conversational design of the chat interface, including conversational flow, word choice, and tone.

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 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.
- Facilitated design sessions and client meetings.

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