

SAM GUSTAFSON

Portfolio: samgus.dev | LinkedIn: samgustafson | GitHub: notcrashh

EDUCATION

UNIVERSITY OF MINNESOTA

Aug 2024 - Aug 2026

Bachelor's of Science in Computer Science

- **Concentrations:** Software Engineering & AI
- **Relevant Coursework:** Object-Oriented Programming, Software Engineering, Computer Security, Discrete Structures, Database Management, Machine Learning & Data Mining

PROJECTS

VERSIDRIVES.COM - Android & IOS App

Orono, Minnesota

Lead Programmer

May 2023 - Present

- Developed a full-stack mobile app with Flutter and Firebase that helps car enthusiasts find local shows, share their favorite routes, and connect with others through a dynamic map
- Integrated Mapbox and Google Maps APIs to display real-time location data, custom markers for events and routes, and live overlays for tracking convoys on the map
- Implemented real-time messaging functionality using Firebase, allowing users to connect with other enthusiasts, organize group convoys, and find upcoming car shows

WORK EXPERIENCE

GUEST.STREAM

Boston, Massachusetts (remote)

Software Engineer Intern, AI/ML

May 2025 – Aug 2025

- Developed a chatbot using Python and Claude's Haiku 3 API to help creators schedule events and manage collaborations
- Designed prompts to extract dates, times, and event types from user messages and convert them into structured JSON data
- Worked with other experienced engineers to develop new features and handle edge cases like relative dates and missing information

BEST BUY

Minnetonka, Minnesota

Sales Advisor

May 2023 – Present

- Served as Mobile Captain, responsible for maintaining mobile sales figures and troubleshooting complex device and carrier issues
- Directed sales advisors as Shift Lead, maintaining sales figures while training and mentoring new advisors using the DISC method to enhance customer engagement
- Consistently ranked among the top 100 for sales in the Midwest for memberships, credit card applications, and pc/mobile baskets as sales advisor

ACTIVITIES AND LEADERSHIP

FIRST Robotics

Sept 2019 – June 2024

Varsity Programmer

- Lead the computer vision team and implemented Limelight and later PhotonVision to identify game pieces and scoring targets for autonomous driving
- Mentored 15+ team members in CAD and software development practices including git, debugging, and unit test cases
- Competed at regional, state, and world tournaments, troubleshooting and fixing code issues between matches in record time

ADDITIONAL

Technical Skills: Java, Python, HTML/CSS, Dart, Flutter, Git, SQL, Unit Testing, Oracle Cloud, Docker, and Microsoft Office

Interests: eSports, Sim Racing, Water Sports, Finance, and Travel

Certifications: Google Cloud Introduction to Generative AI