Sammy Sahnine

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SUMMARY

Hello, I'm Sammy! I'm a second year BSc Computer Science student at The University of Nottingham, specialising in Advanced Functional Programming, Image Processing and Cyber-Physical Systems. Due to graduate in the summer of 2027, with expected first class honours.

EDUCATION

Computer Science with Year in Industry BSc (Hons)   2023 - 2027

The University of Nottingham

- Year 1 Average of 81%, First-Class Honours.
- 95% in Programming and Algorithms, involving low-level C programming.
- 92% and 91% in Computer Fundamentals and Systems and Architecture respectively, involving ARM32 assembly code programming, networking and servers.
- Proficient in Haskell, achieving best-in-cohort results as part of my Advanced Functional Programming module, which included the creation of a monadic compiler.

EXPERIENCE

Hackathons   *Python, C, Assembly Language(s)*

Attendee of multiple hackathons across the UK, creating projects from point-and-click horror games, to breathalysers in a 24 hour timeframe. This year, I have been chosen as a Experience and Marketing Coordinator at HackNotts, the annual hackathon run by the University of Nottingham's HackSoc.

Group Projects   *Dart, Flutter, Git*

In my second year, I have undertaken a group project involving the creation of a mobile app that assists students in taking care of their mental health, utilising techniques based in research. This included the ground-up creation of local and private large language model to help users track their mood in a more conversational manner. I also had the responsibility of being a front-end developer, creating a fluid and appealing UI/UX experience for the application, as well as being elected Git admin with the responsibility of setting up CI/CD pipelines, as well as maintaining and merging branches.

EXTRACURRICULAR

University of Nottingham HackSoc & HackNotts

I was elected as Marketing Secretary of the University of Nottingham's HackSoc, the free-to-join technology, computing, recreational programming, and (ethical) hacking society at the University of Nottingham. As part of my role, I manage the society's presence both online and in-person, keeping members informed on events and talks that we do. I also manage backend systems relating to marketing, including the society subscribed calendar, and in the future will be setting up and managing an ActivityPub instance.

As part of the HackNotts organisational team, I was selected for the role of Experience and Marketing Coordinator. This involves communication with the participants before and throughout the hackathon, creating marketing resources and art, as well as organising workshops/activities during the event.

Mentoring Scheme

I was selected to be a mentor for a group of 20 Computer Science students entering their qualifying year of University. This involves the responsibility of helping them settle in, as well as provide assistance and tutorials/workshops related to the course. This also involves working outside of typical working hours, answering any questions that the first year cohort may have online.

Grahame Waters Prize for Computer Science

Recipient of the Grahame Waters Prize for Computer Science whilst in attendance of Parmiters' School and Sixth Form. This was awarded for notable skill in the field of Computer Science, in particular creating displays for the Computer Science department, as well as identifying and reporting vulnerabilities within the school network.

PERSONAL PROJECTS

SpotiPy Client   *Python, Spotify Web API*

A terminal based client for Spotify, built in Python. Using the SpotiPy library, utilising the Spotify Web API. Features include built in audio visualiser, the ability to view playlists and saved albums, and play/pause/skip controls.

Messagezoid   *Swift, Google Firebase, Git*

An end-to-end encrypted messaging app written in Swift for iOS based devices. Utilises Google Firebase in order to host a NoSQL database to store required information such as user details - profile pictures, usernames, etc. This project was created for my A-Level in Computer Science.

RemoteCheck   *Objective-C, Git*

A minimal and lightweight OS X menu bar app that allows you to see CPU/GPU temperature, drive and network activity, and other system statistics of other Macs on your local network.

TECHNICAL SKILLS

Languages	C, C++, Haskell, HTML/CSS, JavaScript, Java, Python 3, SQL (SQLite), Swift/SwiftUI, Objective-C, ARM Assembly, VHDL, Dart
Libraries, APIs and Engines	Matplotlib, NumPy, Firebase, OpenGL, Metal, JavaFX, Dialogflow, Spotify Web API, D3.js, React, ROS, OpenCV, Godot, Unreal Engine, Flutter
Operating Systems	macOS (Mac OS X), iOS/iPadOS, Linux (in particular Arch Linux), Android, NT-based Windows releases
Developer Tools	Docker, Eclipse IDE, Git, GitHub, Xcode, Neovim, Google Firebase, IntelliJ IDEA, PyCharm, CLion, VS Code

Last updated: April 22, 2025

The latest version of this CV can be found at cv.sammysahnine.com.