

# Sammy Mahmoudi

🏠 Plano, TX

🌐 [linkedin.com/in/sammymahmoudi](https://www.linkedin.com/in/sammymahmoudi)

✉️ [sammymahmoudi@gmail.com](mailto:sammymahmoudi@gmail.com)

🐱 [github.com/BagelMaster5000](https://github.com/BagelMaster5000)

🌐 [sammymahmoudi.com](https://sammymahmoudi.com)

## Senior Computer Science student seeking a Software Engineering internship for Summer 2023!

I have significant, professional software engineering experience and am constantly working on extra-curricular programming projects both in groups and solo. I code clean, communicate well, and am super friendly!

## HARD SKILLS

- Languages: C# .NET 5.0 and 6.0, C++
- Tools: Visual Studio (Community and Code), SQL, Azure, Docker, Confluence, Figma, Office Suite
- Versioning: GitHub (Fork, GitHub Desktop, Sourcetree, GitKraken), Bitbucket

## EDUCATION

### University of Texas at Dallas (GPA: 3.863) – June 2024

- Degree: Bachelor of Science in Computer Science

### Plano West Senior High School (GPA: 4.16) – June 2019

- Score of 5 on AP Exams: Computer Science, Calculus BC, Physics C Mechanics, Physics C Electromagnetism

## EXPERIENCE

### Lone Star Analysis – June 2022 to August 2022

#### Software Engineer Intern

- .NET 5.0 MVVM, C#, XAML, SQLite, BitBucket.
- Investigated viability of integrating TelerikUI into our app and presented my findings to company executives which resulted in the team successfully receiving licenses
- Participated in daily standups to communicate completed work, upcoming work, and roadblocks
- Received commendations on doing more than was expected and for my visual design sensibilities

### Lone Star Analysis – June 2021 to August 2021

#### Software Engineer Intern

- React with Typescript, Django REST Framework, Python, Azure, Docker, PostgreSQL, BitBucket
- Learned and became proficient with a new tech stack within just 1 month
- Completed JIRA feature and bug tickets actively, and created many tickets for bug reports and feature suggestions. Contributed equally to the project as the full-time software engineers
- Received commendations on learning quickly, writing clean code, and communicating clearly

### Video Game Project Pizza Delivery Bagel – October 2020 to June 2022

#### Programmer, Designer, Artist, Sound Designer, Composer

- Programmed and designed a multi-platform, action-arcade video game with C# and Unity
- Developed game simultaneously for PC, Android, and Arcade Cabinet, and published game commercially on Steam and Google Play stores
- Included a variety of control options on each platform for accessibility (controller support, multiple control schemes, left and right-handed play)
- Utilized the Wwise audio engine for pitch and clip randomization, spacial audio, and simpler audio mixing
- Implemented a 3rd party terminal tool to allow executing debug commands in-game

## **Video Game Project The Eaterer – March 2020 to July 2020**

Programmer, Designer, Team Lead (Team of 2)

- Programmed and designed a 3D horror, action video game with C# and Unity
- Utilized an Excel spreadsheet to hold item info and used this data to spawn items throughout levels
- Compromised and eased tensions with co-developer following design disputes

## **Participated in 13+ Game Jam Challenges**

- Programmed and designed video games in teams of 2-8 under tight time restrictions

### **Game Jam Grombcross – August 2022**

Programmer, Team Lead (Team of 5)

- Programmed a puzzle video game with C# .NET 6.0 MVVM and XAML
- Created a save system that saves and loads puzzle completion states and settings as a json file
- Created a puzzle generation system that generates nanogram puzzles from just a pair of bitmap images

### **Game Jam Project 9th Monday – October 2021**

Programmer, Team Lead (Team of 8)

- Programmed a screen-less, horror, narrative game with C# and Unity
- Utilized a Windows speech-to-text API to allow for making story choices by speaking into a microphone
- Created a system to synchronize subtitles read from an Ink file with playback of dialog and sound effects in the Wwise audio engine

## **LEADERSHIP**

### **The Student Game Developer Alliance at UTD – December 2021 to present**

Junior Officer

- Assisted in planning and hosting events
- Created promotional materials such as the club tri-fold display and custom stickers

### **The SpongeBob Club at UTD – September 2019 to February 2022**

Founder, President

- Hosted events, designed promotional posters, and managed a 120+ member Discord server

## **SERVICE**

### **Juvenile Diabetes Research Foundation – April 2022 to present**

- Helped setup and assist guests at multiple charity auction events
- Assisted with miscellaneous office work such as preparing promotional materials and goodie bags

### **Texas Little Cuties Rescue – June 2022 to present**

- Clean cat cages, empty litter boxes, and refill food and water bowls every week
- Talk with prospective cat owners and lead them through the adoption process. Responsible for 4+ adoptions!