

Samuel Hirsch

Software Engineer

Email - samhirsch.dev@gmail.com

GitHub github.com/BaseDorp

Portfolio - www.samhirsch.dev

LinkedIn - www.linkedin.com/in/samhirschdev

Highlights

- Experience with teamwork and leading projects through game jams and school projects
- Experience using game engines like Unity and Unreal Engine and their workflows
- Familiar using Git version control and project management boards
- Experience building quality code that can be easily integrated and built further upon

Soft Skills

- Verbal and Written Communication
- Teamwork
- Self Motivated
- Problem Solving
- Analytical
- Passion to learn and grow

Technical Skills

- C#
- C++
- Javascript
- HTML/CSS
- Unity
- Unreal Engine

Featured Work

- Asteroids Arcade Game using Quadtrees ([Demo Video](#)) ([Source Code](#))
- VR Unity Demo ([Demo Video](#)) ([Source Code](#))
- 'Hardcore Pizza Delivery' a UE4 game ([Source Code](#)) ([Releases](#))
- Portfolio Website ([Website](#)) ([Source Code](#))

Education

Columbia College Chicago, Chicago IL

September 2018 - May 2021

- Bachelor's of Science in Programming (specializing in interactive media and games)
- Video Game Art Minor
- A member of Columbia's programming club (Hackerjacks), game design club (AlphaLab), and game art club (Press Start)