# Samuel Hirsch

## Game Programmer

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GitHub github.com/BaseDorp                LinkedIn - www.linkedin.com/in/samhirschdev

## Highlights

- Experience with teamwork and leading projects through game jams and other school projects
- Used various programming patterns and unit testing in a game context
- Familiar with linear algebra and calculus in game development
- Experience with many aspects of game design like designing, prototyping, and testing

## Soft Skills

- Quick thinking
- Composed
- Analytical
- Teamwork and Communication
- Self Motivated

## Technical Skills

- C#
- C++
- Unity
- Unreal Engine
- OpenGL

## Featured Work

- VR Unity Demo (Demo Video) (Source Code)
- Command Pattern Racing Demo (Demo Video) (Source Code) (WebGL Build)
- 'Gallery Thief' (Source Code) (WebGL Build)
- 'Hardcore Pizza Delivery' (Source Code) (Releases)

## EDUCATION

**Columbia College Chicago, Chicago IL**

September 2018 - May 2021

- Game Programming Major (Bachelors of Science)
- Game Art Minor
- Extracurricular classes like Computer Architecture, Game Development, Advanced 3D Modeling, and Animation
- A member of Columbia's game design club (AlphaLab) and game art club (Press Start)