

# Samuel Hirsch

---

## Game Developer

Email - [samhirsch.dev@gmail.com](mailto:samhirsch.dev@gmail.com)

GitHub [github.com/BaseDorp](https://github.com/BaseDorp)

Portfolio - [www.samhirsch.dev](http://www.samhirsch.dev)

LinkedIn - [www.linkedin.com/in/samhirschdev](https://www.linkedin.com/in/samhirschdev)

## Highlights

- Experience using game engines like Unity and Unreal Engine and their workflows
- Familiar with the workflow of asset creation in games using Adobe products and Maya
- Familiar with project management boards like Trello and Github Projects
- Experience working on team projects

## Soft Skills

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

## Technical Skills

- C/C++
- C#
- Javascript
- Unity
- Unreal Engine 4
- Github
- Photoshop
- Maya

## Featured Work

- Tabletop Tanks Game in Unity ([Demo Video](#)) ([Source Code](#))
- Asteroids Arcade Game using QuadTrees ([Demo Video](#)) ([Source Code](#))
- Hardcore Pizza Delivery (Capstone UE4 Game) ([Trailer](#)) ([Source Code](#))

## Experience and Education

### XR Developer Intern at Collimation (Remote)

March 2022 - May 2022

### Columbia College Chicago, Chicago IL

September 2018 - May 2021

- Bachelor's of Science in Game Programming
- Game Art Minor
- A member of Columbia's programming club (Hackerjacks), game design club (AlphaLab), and game art club (Press Start)
- Participated in multiple college run game jams