Samuel Hirsch

Software Engineer

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

Highlights

- Experience working on team 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++
- HTML/CSS
- Javascript
- Unity
- Unreal Engine

Featured Work

- HTML Canvas Drawing App (Link) (Source Code)
- Tabletop Tanks Game in Unity (Demo Video) (Source Code)
- Asteroids Arcade Game using Quadtrees (Demo Video) (Source Code)

Experience and Education

XR Developer Intern at Collimation (Remote)

February 2022 - Present

Columbia College Chicago, Chicago IL

September 2018 - May 2021

- Bachelor's of Science in Interactive Media Programming
- Game Art Minor
- A member of Columbia's programming club (Hackerjacks), game design club (AlphaLab), and game art club (Press Start)