Samuel Hirsch

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

Technical Skills

- C/C++
- C#
- Javascript
- Unity
- Unreal Engine
- Built projects for different platforms including VR and AR
- Familiar with the workflow of Adobe Suite software and Autodesk Maya
- Experience using Git version control and project management boards

Soft Skills

- Experience working on team projects through college projects and game jams
- Desire to learn and grow by working on personal projects outside of school
- Excellent verbal and written communication
- Experience problem solving regularly through testing and debugging software

Experience

Collimation / Remote

XR Developer Intern   March 2022 - May 2022

- Wrote and pushed new software features for projects
- Built software for various hardware platforms using Unity and Unreal Engine

Vienna High School / Vienna IL

Computer Maintenance   December 2017 - September 2018

- Assisted in managing the established Windows network.
- Assisted in teaching students the fundamentals of computer maintenance and troubleshooting.
- Provided insight into new technology choices and assisted in implementing these new technologies.

Education

Columbia College Chicago / Chicago IL

Bachelor's of Science in Computer Programming   August 2018 - May 2021

- Minor in Art and Animation
- A member of Hackerjacks, Columbia's programming club
- Participated in many college-run game jams