Samuel Hirsch

Software Engineer

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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
- Familiar with linear algebra and its uses in game development
- Experience using Git version control and project development boards

Soft Skills

- Verbal and Written Communication
- Teamwork
- Self Motivated
- Problem Solving
- Analytical

Technical Skills

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

Featured Work

- Asteroids using Quadtrees (Demo Video) (Source Code)
- VR Unity Demo (Demo Video) (Source Code)
- 'Hardcore Pizza Delivery' (Source Code) (Releases)
- Portfolio Website (Source Code)

Education

Columbia College Chicago, Chicago IL

September 2018 - May 2021

- Game Programming Major (Bachelors of Science)
- Game Art Minor
- A member of Columbia's game design club (AlphaLab) and game art club (Press Start)