

Samuel Hirsch

Game Programmer

Email - samhirsch.dev@gmail.com

GitHub github.com/BaseDorp

Portfolio - www.samhirsch.dev

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 with the workflow of asset creation in games using Adobe products and Maya
- Familiar with project management boards like Trello and Github Projects

Soft Skills

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

Technical Skills

- 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)

February 2022 - Present

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