Edmund Sam

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EDUCATION

University of Southern California - Los Angeles, CA   Aug. 2024 - Expected May 2026
Master of Science in Computer Science - Game Development
GPA: 4.0

University of California, Irvine - Irvine, CA   Sept. 2017 - Jun. 2022
Bachelor of Science in Computer Engineering
GPA: 3.359

SKILLS

- **Programming Languages**: Python, C, C++, JavaScript, Java
- **Web Development**: HTML
- **Software**: Github, Perforce, SQL, MATLAB, Android Studio, Photoshop, Canva
- **Operating Systems**: macOS, Windows, Linux
- **Languages**: English, Cantonese (conversational)

PROJECT EXPERIENCE

Cat Burglars (CTIN 532 Game - Asymmetric Co-op game)   Jan. 2025 - May 2025
Designer, Programmer, UI/UX Designer, 2D Artist, Network Engineer
- Designed and implemented the user interface to clearly convey essential information while reinforcing the game's focus on communication.
- Created original 2D art assets, including UI elements, maps, and backgrounds.
- Programmed core gameplay systems, including world interaction, puzzle mechanics, and dual-perspective logic.
- Engineered network functionality to support online cooperative play, enabling real-time communication and synchronization between two players over the internet.
- Conducted playtests and refined communication challenges and puzzle difficulty based on player feedback to enhance cooperative tension and satisfaction.

Order Up! (Board Game)   Nov. 2024 - Dec. 2024
Producer & Designer
- Managed timelines, set due dates, and ensured tasks were completed on schedule to maintain project momentum.
- Delegated responsibilities and facilitated smooth workflow by addressing dependencies and resolving blockers.
- Collaborated with the team on game design and contributed to artwork.

Text-Based Chess Game   Mar. 2021 - Jun. 2021
Project Leader
- Fostered a collaborative team environment by regularly checking in with team members and providing support, enabling them to work efficiently and effectively.
- Strategically delegated tasks based on team members' strengths, ensuring deadlines were met.
- Led weekly meetings to track progress and optimize project workflow.
- Engineered and deployed a server to host a chess game, enabling seamless gameplay between users on different devices.

WORK EXPERIENCE

Chi Studio (Nail Salon)   Aug. 2024 - Present
Manager, Front Desk
- Led day-to-day operations, managing schedules, appointments, and team coordination to ensure smooth workflows.
- Communicated with clients and staff to clarify needs, resolve conflicts, and maintain service quality.
- Tracked inventory, payroll, and employee performance, developing strong organizational and leadership skills.
- Adapted quickly and self-taught industry practices with no prior experience, demonstrating initiative and flexibility.

Best Buy Geek Squad   Jun. 2023 - Jul. 2024
Consultation Agent
- Diagnosed and resolved hardware/software issues, sharpening troubleshooting and QA skills.
- Translated technical concepts for clients, building strong communication and user-focused thinking.
- Managed repair workflows and device testing in a fast-paced environment with attention to detail.