

**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: 3.6

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, Aseprite, Canva
- **Operating Systems:** macOS, Windows, Linux
- **Languages:** English, Cantonese (conversational)

## **PROJECT EXPERIENCE**

Sisyphus' Worst Day (Again)

Aug. 2025 - Present

**Quality Assurance Lead**

- Led end-to-end QA testing for all submitted game builds, identifying, documenting, and tracking bugs using a centralized ticketing system
- Created and executed detailed test plans covering levels, mechanics, and overall game functionality to ensure consistent and thorough coverage
- Tested new and updated features, performed regression testing, and verified bug fixes across iterative builds
- Supported playtests by identifying issues in real time and coordinating feedback with the appropriate development teams

Typomancers

Sept. 2025 - Dec. 2025

**Team Captain**

- Directed a multidisciplinary team by delegating and prioritizing tasks based on individual roles and strengths, ensuring steady progress
- Conceived core game concept and mechanics, iterating on gameplay through regular playtests and player feedback
- Built and integrated the core typing gameplay and UI systems, including real-time user input handling, error detection, and words-per-minute calculation
- Created visual assets for title and scrolls, to establish the game's aesthetic and thematic identity, using Aseprite
- Edited a prototype gameplay video under a tight deadline to support project presentation and evaluation

Cat Burglars

Jan. 2025 - May 2025

**Team Member**

- Designed and implemented the user interface while creating original 2D art assets to convey essential information and reinforce the game's communication-focused design
- Programmed core gameplay systems, including world interaction, puzzle mechanics, and dual-perspective logic
- Engineered network functionality to support online cooperative play, providing real-time communication and synchronization between two players
- Conducted weekly playtests and refined communication challenges and puzzle difficulty based on player feedback

## **WORK EXPERIENCE**

Best Buy Geek Squad

Jun. 2023 - Jul. 2024

**Consultation Agent**

- Diagnosed and repaired hardware and software issues on client devices, sharpening troubleshooting and QA skills
- Translated technical concepts for clients, building strong communication and user-focused thinking
- Maintained the highest device testing completion rate as part-time staff, ensuring timely repair workflows