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Sam Hansen

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Selected Game Projects

Project Ether Apr 2023 — Sept 2023
AI Programming, System Administration

- Implement Guard AI using Unreal Behavior Trees and Blueprints
- Created flexible AI Patrol Path editor tools which sped up level design iteration
- Hosted and administrated team Perforce server
- Manage programming team of 3 using Airtable

Curve Pong — Ludum Dare 51 Sept 2022 — Oct 2022
Programming, UI/UX, SFX

- Core systems programming in Unity using C#
- Design, implemented, and styled UI
- Created in 72 hours with 3 team members

Sling and Fling Oct 2022 — Nov 2022
UI Programming

- UI design and implementation in Unity
- Communicated and collaborated with team of 13 people in 5 departments
- Used Git and Trello for effective development and organization

Detective Game (Unreleased) June 2022
Solo Project

- Designed and implemented dialogue and interrogation system in Godot
- Accessibility design and implementation including localization tools and font customization
- Supported branching paths, questions, and text styling with BBCode

Various Custom Maps 2016 — 2020
Level Designer

- Organized playtest sessions and iterate design based on feedback
- One was featured on Counter Strike's workshop front page with 14000 downloads
- Created with Hammer for Counter Strike / Team Fortress

Activities

Video Game Development Club — Programming Officer Spring 2023 — Present
Teach programming topics such as procedural generation, architecture fundamentals, and tools such as Unity and Godot. Mentor club game projects and organize club events.

Cybersecurity Club Fall 2021 — Present
President *Spring 2023 — Present*
Internal Vice President *Fall 2022 — Spring 2023*
Secretary *Fall 2021 — Spring 2022*
Host workshops to teach cybersecurity skills such as network analysis, web exploitation, etc. Host competition environments for over 50 members. Organize and delegate tasks to board members. Facilitate collaborations between university organizations.

Gaming for Impaired Players — Undergrad Research Fall 2021 — Present
Develop and test novel devices for interacting with digital environments. Research use cases for impaired players and fine motor skill training.

Skills

Programming	C++, C#, C, Java, GDScript, Python, Lua, Unreal Blueprints
Tools & Software	Unreal Engine, Unity, Godot Engine, Perforce, Git, Airtable, Trello
Languages	Native English, Beginner French

Education

University of California Irvine, *Bachelors in Computer Science* 2020 — Expected Graduation 2024
Computer networks specialization in the Computer Science program. GPA of 3.407.

Inderkum High School, *International Baccalaureate* 2016 — 2020
Graduated with an IB Diploma, Summa Cum Laude, Golden State Seal Merit Diploma, and a GPA of 4.692.