

Sam Hansen

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Technical Experience

PSYCHODELICA

Sept 2022 — Present

Solo Developer

- Design, test, and iterate game mechanics and features
- All programming work, using GDScript in the Godot Engine
- Heavy use of Shaders written in GLSL

Curve Pong

Sept — Oct 2022

Programming, VFX, UI/UX, SFX

- Programming in C#, creating an Event Manager along with other smaller scripts
- Implemented Post Processing Effects and additional VFX/Shaders
- Designed, implemented, and styled User Interfaces

Dialogue System — Unreleased Detective Game

June 2022

Solo Developer

- Written in GDScript for Godot
- Parse and display JSON dialogue files
- Supports branching paths, questions, and BBCode
- Supports multiple fonts (dyslexia) and font sizes for accessibility

Reflection

June — July 2019

Lead Programmer, Designer

- Programming most main game mechanics in C#
- Collaborative design work with four team members
- Merge assets from all disciplines into the project

Various Custom Maps

2016 — 2020

Solo Designer

- Greybox and prototype level layouts and designs
- Playtesting and quick iterations to improve gameplay
- Created with Hammer for Source Engine games (Counter Strike)

Activities

Video Game Development Club: Project Team Member

Fall 2022 — Present

Gaming for Visually Impaired Players — Undergrad Research

Fall 2021 — Present

Cyber @ UCI — Cybersecurity Club: Internal Vice President

Fall 2022 — Present

Cyber @ UCI — Cybersecurity Club: Secretary

Fall 2021 — Spring 2022

Skills

Languages

C++, C#, C, Python, GDScript, Lua, Java, \LaTeX , Markdown, HTML

Tools & Software

Unity, Unreal Engine, Godot Engine, Git, Adobe Photoshop, Blender

Education

University of California Irvine, Computer Science

2020 — Expected Graduation 2024

Full time student studying computer science with a computer networks specialization.

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.