Samuel Narkawicz

Video Game Developer

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Online Portfolio - www.samnarkawicz.com

Experience

Sproutel - Mid Level Software Engineer

June 2018 - October 2019, Providence, RI

Making games and experiences that bring comfort to kids is what I love doing at Sproutel. Working on awesome products like Jerry the Bear and My Special Aflac Duck is an amazing way to flex my creativity and engineering chops, all while helping kids with life threatening illnesses.

WB Games \ Turbine - Mid Level Software Engineer

July 2015 - 2018, Needham, MA

From Intern all the way to Mid Level Software Engineer, we used cutting edge engines and custom tools to make polished, performant, and fun mobile games. I was personally responsible with implementing core gameplay features. Authoring these features gave me invaluable experience working with the entire pipeline, from QA, Art, Design, and LiveOps. These features were eventually played by millions.

InQuest Technologies - Unity Engineer Intern

February 2013 - July 2015, East Greenwich, RI

In charge of developing enterprise software using Unity3D. Implemented on multiple platforms like Android, iOS, and Web. Used Unity to dynamically load images and proprietary data from an ASP.NET backend.

Games & Apps

Jerry the Bear
2018 - 2019 - Links: iOS & Android

My Special Aflac Duck
2019 - Links: iOS & Android

Game of Thrones: Conquest
2015 - 2018 - Links: iOS & Android

Batman: Arkham Underworld
2015 - 2016 - Links: iOS & Android

Education & Awards

The New England Institute of Technology

BA - Video Game Development and Simulation Programming
April 2012 - September 2015, East Greenwich, RI

BSA Certified Eagle Scout | Black Belt - Taekwondo | Turbine Game Jam - Best In Show