

# Samuel Mosley

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Austin, TX

www.sjmosley.com

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## Skills

Leadership	Project Management	Programming
Scrum	Game Development	Game Design
User Experience	Business Strategy	Emotional Intelligence
Communication	Problem Analysis	Decision Making

## Technical Skills

Programming Languages: C#, Javascript, HTML5, CSS3, C++(familiar)  
Applications: Jira, Git, MSOffice, Photoshop

## Professional Experience

### Bohemia Interactive Simulations

Orlando, FL

#### Game Designer

12/2014 – 1/2016

- Managed two teams as Scrum master and Producer.
- Worked on every part of product pipeline, from contract to delivery.
- Collaborated closely with customers to define functionality for systems.
- Created technical analysis and UX mockups for systems and features.
- Overhauled plugin delivery process, saving approximately a week in man-hours for each plugin delivery, due to the standardized process.
- Implemented and delivered products with international teams.

### 900lbs of Creative

Dallas, TX

#### Programmer Intern

1/2014 – 4/2014

- Created virtual reality experiences using Unity and Oculus Rift.
- Investigated computer vision software (Kinect SDK, cinder, openCV).

### University of Texas at Dallas

Richardson, TX

#### Ultimate Frisbee President/Co-Captain

6/2010 – 3/2013

- Planned and hosted tournament events for nearly 200 people.
- Directed team during games and practices.
- Oversaw travel for 20+ students approximately 6 times per year.
- Designed and ordered team supplies.

## Education

### University of Texas at Dallas

Richardson, TX

BA, Arts and Technology, Minor Computer Science

7/2009 – 5/2014

## Volunteer

### Game Dev Hangout Co-founder

5/2015 – Present

More Information can be found at  
[www.sjmosley.com](http://www.sjmosley.com) or [www.linkedin.com/in/sjmosley](http://www.linkedin.com/in/sjmosley)