

Samuel Haile

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OBJECTIVE

Seeking a co-op position in game development using strong programming skills in C#, JavaScript, Python, and Unity. Available June 2023 – September 2023

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

Expected April 2025

Bachelor of Science, Game Design and Development

Related Courses: Game Development and Algorithmic Problem Solving I & II (C#, MonoGame), Interactive Media Development (Unity), Intro to Game Web Tech (HTML, CSS, JavaScript)

SKILLS

Programming Languages: C#, JavaScript, Python, HTML, CSS, C++

Software: Unity, Maya, MonoGame, Unreal, Visual Studio, GitHub, Photoshop, Illustrator, Blender

PROJECTS

Tales of Trove (Personal Project)

August 2022-October 2022

- Personally developed an original 2D platformer in Unity using C# where players explore a series of caves collecting treasure, fighting enemies, and dodging traps.
- Original Assets and graphics created through the use of Adobe Illustrator and CSP.
- Developed the game's core algorithms, logical functionality, and UI implementation.

Enter the Onegeon (Academic Project)

January 2022-May 2022

- Collaborated with a team of four students to design and develop a 2D Action Platformer game in a MonoGame Framework
- Used Trello and Discord to design an agile workflow broken into one-week sprints.
- Produced all game assets and UI elements. Implemented game states and player mechanics. Assisted with debugging the teams' code.

WORK EXPERIENCE

eCommerce (CraftCaseStudios)

July 2021-Present

- Marketed new products with regular website updates. Oversee expenses sales and other aspects of business budgeting.
- Monitor and analyze revenue generation from website traffic information. Increased conversion rate and traffic through Internet marketing and promotions.