Samuel Haile

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EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY   Rochester, NY
Bachelor of Science, Game Design and Development   Expected Apr 2025
Major in Game Design and Development
Cumulative GPA: 3.32/4.0; Dean's List 2022 - 2023
Relevant Coursework: Game Web Tech (HTML, CSS, JavaScript), Data Structures & Algorithmic Games & Sim II (C++)

ACADEMIC PROJECTS

POKEDEX WEB APPLICATION   **Nov 2022 - Dec 2022**
- Designed and implemented a JavaScript-driven web application using HTML/CSS/JS within a web browser DOM context, featuring a database of over 900 Pokémon entries
- Engineered complex queries in JavaScript to efficiently sort and aggregate data, enhancing data retrieval and display capabilities

2 WEEKS TO DIE   **Feb 2023 - May 2023**
- Led a diverse team of five students through a 4-month project lifecycle, from ideation to completion, in crafting a board game, gaining valuable insights into core game design principles and methodologies
- Employed structured brainstorming techniques, generating over 5 initial game concepts, and refining them down to a singular, unique gameplay experience that emphasizes immersion
- Demonstrated proficiency in industry-standard processes for documenting and managing the design process, ensuring efficient collaboration and seamless project execution

PERSONAL PROJECTS

RHYTHM RIOT   **May 2023 - Jun 2023**
- Designed and programmed an original side-scrolling rhythm game in Unity using C#, incorporating 4 distinct gameplay mechanics across two levels
- Crafted over 15 original assets and graphics using Adobe Illustrator and Blender, enhancing the game's visual appeal and ensuring a cohesive aesthetic
- Engineered the game's core algorithms, successfully managing near perfect synchronization between music beats and gameplay elements, while also overseeing the logical functionality and UI implementation for an intuitive player experience

PORTFOLIO WEBSITE   **Dec 2022 - Jan 2023**
- Conceptualized, planned and developed a user-centric website to showcase portfolio pieces, enhancing online visibility and professional branding
- Employed Javascript, HTML, and CSS to craft accessible and responsive user interfaces, ensuring consistent user experience across various devices

WORK EXPERIENCE

eCommerce (CraftCaseStudios) (Self established e-commerce platform)   New York, NY
E-commerce Operations Manager   **Jul 2021 - Dec 2022**
- Boosted product visibility by marketing several new products through weekly website updates, resulting in an increase in online sales
- Monitored and analyzed revenue generation from website traffic information, Increased conversion rate, and traffic through Internet marketing and promotions

ADDITIONAL

Technical Skills: Advanced in C#, C++, HTML/CSS; Proficient in JavaScript, Python
Software: Unity, Maya, MonoGame, Unreal, Visual Studio, GitHub, PixiJS, Illustrator, Blender
Languages: Fluent in English, Amharic