Sam Finston

Email: sxf5282@rit.edu
Portfolio: SamFinston.github.io

SUMMARY

Game programmer with experience in mobile development and skills in web design and writing.

EDUCATION

Rochester Institute of Technology   *2016 – 2019*
Bachelor of Science
Major in Game Design & Development
Minor in English
Graduated Summa Cum Laude

The George Washington University   *May 2015*
School of Engineering Medal

For excellence in the studies of mathematics and science.

SKILLS

Software	Languages
- Unity	- C#
- Visual Studio	- JavaScript
- XCode	- HTML/CSS
- Node.js	- Swift
- Unreal Engine 4	- C++
- Adobe Illustrator	- Lua
- Autodesk Maya	- Java

Writing

Poetry, fiction, dialogue, and journalism

PROJECTS

Knight Move 3D

Programmer   *Nov – Dec 2018*
A 3D recreation of the 1990 puzzle game *Knight Move*. Developed by a team of three in an Open-GL based engine with C++ for a class project.

Stellar Standoff

Programmer/Designer   *Nov – Dec 2018*
A party game for mobile devices. Developed by a team of six in Unity with C# for a class project.

Space Station Scoober

Solo Developer   *June – July 2017*
An experimental action arcade game that is playable in browser. Written in the lua-based game engine Pico-8 as a personal passion project.

WORK EXPERIENCE

Software Engineer (iOS)

Wayfair   *February 2020 – Present*
Front-end development on Wayfair's native iOS apps. Includes collaboration with designers, project managers, and stakeholders in an Agile environment.

Instructor/Tech Coordinator

iD Tech Camps   *June – August 2018*
Taught game design principles and related software to students (Unreal Engine 4, Autodesk Maya, GameMaker: Studio 2). Assisted in other day-camp and overnight-camp responsibilities.

Student Notetaker

RIT Student Employment   *January – May 2018*
Took notes for RIT/NTID Department of Access Services.