

# Sam Finston

portfolio: SamFinston.github.io

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## SUMMARY

Game programmer with experience in mobile development and skills in web design and writing. Seeking an entry level position in software engineering.

## EDUCATION

### Rochester Institute of Technology

Bachelor of Science

Game Design & Development

Expected Graduation: December 2019

GPA 4.0

**RIT Dean's List** *Fall 2016 – Present*

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

For excellence in the studies of mathematics and science.

## SKILLS

### Software

- Unity
- Visual Studio
- Node.js
- Unreal Engine 4
- Adobe Illustrator
- Autodesk Maya
- Xcode

### Languages

- C#
- C++
- JavaScript
- HTML/CSS
- Java
- Lua
- Swift

## PROJECTS

### Stellar Standoff

*Programmer/Designer* *December 2018*

A party game for mobile devices. Developed by a team of six in Unity with C# for a class project.

### Knight Move 3D

*Programmer* *November 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.

### VRn't

*Programmer/Designer* *April 2018*

A humorous high score game playable in browser. Developed by a team of four in Unity with C# for a 72-hour game jam.

## WORK EXPERIENCE

### Software Engineering Intern

*Wayfair* *June – August 2019*

Front-end development on Wayfair's iOS apps. Used Xcode with Swift to add features and fix bugs on a team of full-time employees. Collaborated with designers, project managers, and stakeholders in an Agile environment to meet specifications.

### Student Notetaker

*RIT Student Employment* *January – May 2019*

Took notes for RIT/NTID Department of Access Services.

### 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.