Sam Finston

portfolio: SamFinston.github.io

Phone: 908.209.3826
Email: sxf5282@rit.edu

SUMMARY

Programmer with experience in game 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	Languages
-Unity	-C#
-Visual Studio	-Java
-MonoGame	-JavaScript
-Adobe Photoshop	- HTML5/CSS3
-Adobe Illustrator	-Lua
-Autodesk Maya	-C/C++

Writing

Creative, journalistic, and academic

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

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.

Freelance Tech Journalist

Reporter Magazine   *October 2016 – February 2018*

Wrote articles about technology for Reporter Magazine's website and print issue. Conducted interviews with RIT faculty.