

Sam Finston

portfolio: people.rit.edu/sxf5282/portfolio

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OBJECTIVE

To gain experience in the field of software development through a full-time position during summer 2019

EDUCATION

Rochester Institute of Technology

Bachelor of Science

Game Design & Development

Expected Graduation: May 2020

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
-MonoGame
-Adobe Photoshop
-Adobe Illustrator
-Autodesk Maya

Languages

-C#
-Java
-JavaScript
-Lua
-HTML5/CSS3
-C/C++

Writing

Creative, journalistic, and academic

PROJECTS

VRn't

Programmer and Designer *April 2018*

A game designed, developed, and published by a team of four within 72 hours for a game jam (Ludum Dare 41). Placed 17th in the category "Humor." Programmed, co-designed, and wrote for the project.

Space Station Scoober

Solo Developer *June 2017 – 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.

Shapeshift Crypt

Graphics and UI *January 2017 – May 2017*

A semester-long project in which a team of four created a playable demo in the MonoGame game engine (C#). Directed and programmed all of the graphical components of the project, created all the art assets, and assisted in the design of the game.

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.