

Sam Finston

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

SUMMARY

Software Engineer with experience in mobile, web, and game development.

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

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

Languages

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

WORK EXPERIENCE

Wayfair

L3 iOS Engineer

Sep 2022 – Present

L2 iOS Engineer

Mar 2021

L1 iOS Engineer

Feb 2020

Engineering Intern

Summer 2019

Adding new features, working on major refactors, and fixing bugs on Wayfair's customer-facing native iOS apps. Includes collaboration with designers, product managers, QA, and stakeholders in an Agile environment.

iD Tech Camps

Instructor/Tech Coordinator

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.

RIT Student Employment

Student Notetaker

January – May 2018

Took notes for RIT/NTID Department of Access Services.

PROJECTS

Knight Move 3D

Programmer

December 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

November 2018

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