Tanner Samples

Game Developer
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PROFILE

Dedicated Game Developer with a proven track record of bringing games from conception to release. Graduated with a Computer Science degree from Sonoma State University, supplemented by a degree in Digital Audio from Santa Rosa Junior College. My expertise was further honed during an 8-month robotics programming internship at VIAVI Solutions. Outside of development, my passion shines through competitive successes in Super Smash Bros Melee and my Twitch affiliation. Committed to consistently crafting standout gaming experiences.

EDUCATION

Bachelor of Science in Computer Science May 2023
Sonoma State University, Rohnert Park, CA

Associate of Art in Digital Audio May 2021
Santa Rosa Junior College, Santa Rosa, CA

SKILLS

- Unity
- Unreal Engine 5
- Godot
- Blender
- FMOD
- Ableton Live
- GitHub
- Photoshop
- React
- C++
- C#
- JavaScript
- HTML/CSS
- Python
- GDScript

WORK EXPERIENCE

Project Intern June 2021 – Jan 2022
VIAVI Solutions, Santa Rosa, CA

- Designed and implemented production code in C++ for gantry robot operations, focusing on robustness and efficiency.
- Contributed to R&D initiatives, working collaboratively to identify automation solutions in hardware production processes.
- Actively participated in team meetings and scrums, fostering effective communication and iterative development practices.

Audio Engineer August 2018 – June 2023
Aurora Sound, Santa Rosa, CA

- Mixed live performances for various bands, ensuring optimal sound quality and balance for diverse musical genres.
- Set up and fine-tuned audio effect chains, demonstrating proficiency in crafting immersive and tailored soundscapes.

PERSONAL PROJECTS

Pentago3D June 2023 – September 2023

- Developed a 3D adaptation of the board game Pentago from concept to polished finish, featuring dynamic camera control and compatibility with both mobile and desktop platforms.
- Designed and integrated bespoke assets using Blender, supplemented with comprehensive self-made sound design, ensuring a cohesive and immersive gameplay experience.
- Adapted and enhanced an AI algorithm sourced from GitHub: converted from Java to C# and introduced asynchronous functionality to the Min-Max with Alpha-Beta pruning, resulting in a formidable AI opponent that elevates the gameplay experience.