Samuel Carr

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OBJECTIVE: Searching for a gaming internship or co-op using programming prowess to solve problems creatively and efficiently. Available May 2020 – August 2020.

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY — Expected May 2021
Bachelor of Science, Game Design and Development
GPA: 3.78
Related Courses: Data Structures and Algorithms I and II, Web Design and Implementation, 3D/2D Animation, Game Design I and II, Discrete Math, Linear Algebra, Calculus

SKILLS

Programming Languages: C#, C++, JavaScript, Python, PHP, Bash
Tools: Git**,** Visual Studio, Unity, Photoshop CC, Maya, Docker

WORK EXPERIENCE

Wayfair — July 2019 – December 2019
Software Engineer

Worked as a software engineer for Wayfair, tasked with improving the company's testing environment, tools, and CI (continuous integration) pipeline. This task included work to collect and analyze relevant testing metrics for the Wayfair engineering team.

- Refactored data collection from various testing runs and analyzed said data to organize live dashboards and improve engineering-department testing standards.
- Improved the testing pipeline through the fixing of UI bugs, the setup of additional server boxes, and the decoupling of various testing/data collection runs.
- Worked collaboratively with another intern to create from scratch an accessible cross-platform plugin used to test API code and return visually informative data from the test results.

RIT Facilities Management Services — October 2017- May 2019
Special Events Assistant — Rochester Institute of Technology

- Collaborated with full-time janitorial employees to guarantee various events around the campus were properly set-up and promptly disassembled following the activity.
- Cooperated in groups of peers to efficiently complete large objectives and worked independently to complete lists of necessary objectives when understaffed.

PROJECTS

Robo-Termination, Team Project — August 2018-December 2018

- Worked within a 5-person team in game development club to create a prototype for a 3D dungeon-crawling rogue-like starring an upgradable robot that defeats enemies with various arm-enhancements.
- Lead designer for the game and for the architecture of the programming. Also created the movement scripts and models for the game. Game coded in C#.

Slow Canter to the Right, Team Project — February2018-April 2018

- Created a 2D coliseum fighter in Monogame library using C#. Handled most of the gameplay development, including the physics and AI for the player and enemies, the core game mechanics (menus, shop, progression), and the sprites/animation for the enemies, GUI, and game navigation.
- Cooperated with three other members, took on a leading role for the team, directed gameplay and design decisions, and mapped the primary architecture for the game.