

Samuel Carr

774-266-6386 | samuel.robert.carr@gmail.com

OBJECTIVE: Searching for a game design position using the skills and experience making games that I have gained during my college tenure and in my career experience.

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY

Bachelor of Science, Game Design and Development

GPA: 3.81 (Summa Cum Laude)

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, Level Design, Game Graphics Programming

SKILLS

Programming Languages: C#, C++, JavaScript, Python, PHP, Bash

Tools: Git, Visual Studio, Unity, Photoshop CC, Maya, Docker

WORK EXPERIENCE

Backwoods Gaming - Lead Game Designer

December 2021 - Present

- Was hired as the lead game designer / assistant developer for a start-up game company, and is tasked with developing the game's (titled PANDO Engines) concept, gameplay, context, and functionality.
- Created a detailed GDD (Game Design Document) that describes in detail game rules, diagrams core gameplay features, defines the game loops and progression, and drafts UI interfaces.
- Given the small team of 4 developers, was also in charge of developing smaller gameplay elements and adding polish to the game. Examples include creating the maps for the game, creating visual effects for the weather elements and weapons, coding some of the hazards, and creating a player customization system.

Wayfair - Software Engineer

July 2019 – December 2019

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.

PROJECTS

States of the Union

June 2021

- Competed in the 2021 GMTK game jam.
- Acted as lead level designer for a state-changing puzzle-platformer created within 48 hours over a weekend with a team of 3 developers. Help script the player behavior and water / steam / ice shaders.

Escalation

January 2021-May 2021

- Worked as lead gameplay programmer and lead designer on a primary team of 3 programmers and 4 artists to create a demo version of Escalation, a 2.5D platformer where the player can jump, climb, and swing to the top of a skyscraper.
- Worked as team lead, managing weekly sprints and team meetings, creating / assigning tasks from a backlog, and planning milestones and status reports every sprint.