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 at during my college tenure.

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

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

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.
- The illusion of rotation is created using a shader that rotates objects based on the camera's position.
- Worked as team lead, managing weekly sprints and team meetings, creating / assigning tasks from a backlog, and planning milestones and status reports every sprint.

Legends of the Leguminous Legion, Board Game   February 2019-May 2019

- Worked with a 5-person team as the lead designer for a tabletop strategy game that combines the strategies of Fire Emblem and chess with the zany unpredictability of an RPG.
- Created a full design document, rule sheet, and physical prototype that was played at the school's tabletop game club.