

Samuel Carr

774-266-6386 | src8374@rit.edu

OBJECTIVE: Searching for a game development internship or co-op using programming prowess to solve problems creatively and efficiently. Available May 2019 – August 2019.

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

SKILLS

Programming Languages: C#, Java, JavaScript, HTML, CSS

Tools: Visual Studio 2017, Monogame, Unity, Photoshop CC, Maya, Git

PROJECTS

George Washington Carver's Sweltering Sea Skip, Personal Project

August 2018

- Worked alone to create a 2D side scrolling platformer in Unity that involves unique mechanics for maneuvering around and defeating enemies using a chargeable peanut pop-gun.
- Implemented scripts for the player's unique movements and created the sprites and animations for the enemies, characters, and particle systems.

Slow Canter to the Right, Group Project

February-April 2018

- Created a 2D coliseum fighter in Monogame 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.

High Noon, Personal Project

May 2017

- Coded a 2D quick-time shoot-out that involves vector calculation and basic hit detection to function as a minigame played between 2 individuals.
- Written in JavaScript and embedded onto a webpage in HTML5.

WORK EXPERIENCE

RIT Facilities Management Services

October 2017-Present

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.
- Operated machinery such as industrial vacuum cleaners, portable leaf blowers, and portable storage carts to complete set-up and clean large venues without wasting time.

Nicky's Diner

August 2013–August 2018

Kitchen Assistant

Wrentham, MA

- Prepared foods for consumption, organized shipments for the restaurant, and handled the washing, drying, and redistribution of utilities in the diner.
- Trained a plethora of new employees during the prolonged time of occupation during high school.