



Samantha Derochie

Portfolio

<https://thesammydee.github.io>

Skills

Code

C#
Java
HTML / CSS
Git / GitHub / GitLab
Agile / Scrum
Working knowledge of:
Python
SQL

Programs

Unity
Photoshop
Illustrator
Maya
Premiere
After Effects
Jira

Soft Skills

Fast learner
Work independently or in teams
Attention to detail
Analytical thinking
Supportive communicator
Enthusiastic positive attitude

Work History

Scenarion Reality
Apr 2017 - Nov 2018

Position: VR Software Developer

Role: Worked in an agile environment to design and implement systems and features of architectural planning applications in virtual reality.

Technical: Unity, C#, HTC Vive, Oculus, Android

Outcome: Produced clean, scalable, reusable code related to 3D geometry, unit testing, networked collaboration, cross platform compatibility, UI, developer tools, bug fixing, and optimization that contributed to virtual reality applications and prototypes that were well received by clients and investors.

Work History Cont.

Active Ingredient Creative Studio June 2014 - Mar 2017	<p>Position: Project Coordinator / Assistant Director</p> <p>Role: Managed logistics and production of promotional videos, led video crews, as well as developed systems for company organization and efficiency.</p> <p>Technical: Google Sheets, Trello, Java, Dreamweaver, Premiere, After Effects</p> <p>Outcome: Coordinated and helped deliver a number of successful web ads that communicate the client's brand and values. Iteratively improved upon company organizational systems.</p>
Research In Motion Sept 2010 - April 2011	<p>Position: Multimedia Coordinator - Co-op</p> <p>Role: Assisted with creation and quality assurance of interactive learning materials, departmental organization, creation of 3D assets, and localization of learning videos.</p> <p>Technical: Flash, Actionscript 3.0, Maya, Photoshop</p> <p>Outcome: Created clear learning videos in accordance with RIM's brand while furthering my technical skills and gaining experience in a workplace environment.</p>

Education

Simon Fraser University Sept 2008 - June 2014	<p>School of Interactive Arts and Technology</p> <p>Major - Media Arts concentration</p> <p>4.00 grade average (4.33 scale)</p> <p>Graduated with distinction</p>
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References

Available upon request