





# SAM AUBER

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## LANGUAGES

-  English: Native
-  French: Fluent

## SKILLS

- Programming:
- C# - games ranging from prototypes to fully released
  - C++ - prototypes using SDL2 and OpenGL
  - Python - applications and games using Pygame and PyQt5
  - Javascript - game server features and general web dev
- Miscellaneous:
- Agile/Scrum, 3D modelling, Web development, Graphic design

## TOOLS

Unity, Godot, Unreal  
Photoshop, Illustrator, Figma  
Blender, Substance Painter  
Perforce, Git, GitHub  
Visual Studio, VSCode, Rider

## EDUCATION

2020 | BSc Hons | First Class Honours  
**Computing for Games**  
FALMOUTH UNIVERSITY

2016 | BTEC Iv13 | Triple Distinction\*  
**Interactive Media**  
BRISTOL COLLEGE GREEN

A game developer with over six years of experience in various aspects of game development, with a focus in programming and technical art.

I'm passionate about creating distinctive player experiences through immersive and compelling environments.

I've worked with teams of all sizes, from tiny indie studios to a large company working on well-known IPs.

## EXPERIENCE

### Switch Porting Dev on Calcium Chaos / Lunch Money Games

MAY 2025 - PRESENT / Part-time Freelance, remote

- Profiling systems and rendering
- Refactoring core systems and gameplay features
- Optimizing game assets to reduce the game's size from 8GB to 1.2GB
- Implementing Nintendo Switch local multiplayer joy con support

### Lead Programmer on Townbox / VideoDojo Games

JANUARY 2024 - NOVEMBER 2024 / Part-time Freelance, remote

- Ownership and responsibility of core tech and code base architecture
- Project features and milestone planning
- Major refactoring and rewriting of existing core systems
- Working alongside the creative director to ensure goals are met

### Software Engineer on Sonic Forces / SEGA HARDlight

AUGUST 2022 - FEBRUARY 2024 / Full-time, Leamington Spa, England

- Collaborated with artists and designers on the development of multiple new characters and power-ups for Sonic Forces
- Developed a character editing and implementation tool for designers and artists to use when creating new characters for Sonic Forces
- Improved and worked on new IAP features to generate more revenue
- Debugged, fixed and improved key areas within the Sonic Forces codebase

### Game Developer / Spelkollektivet

APRIL 2021 - JULY 2022 / Full-time Freelance, Sweden

- Led a team to develop a game prototype in 4 months that was demonstrated at the Poznań Games Arena convention in Poland
- Created a procedural bipedal animation system in Unity for characters that I designed, modelled, textured and rigged using Blender
- Designed unique visual art styles for projects by coordinating closely with artists and developing shaders using HLSL and shader graph

### Gameplay Programmer on Ruff 'N' Tumble / Psycho Hound

MARCH 2021 - APRIL 2021 / Full-time Freelance, remote

- Collaborated with the lead programmer to add core gameplay features such as the pickup system and the use of weapons
- Optimised and improved existing gameplay features and systems
- Worked with colleagues to test and troubleshoot gameplay features