SAMANTHA ROSE SOFTWARE ENGINEER

✉ s@samanthamakesgames.com   🌐 samanthamakesgames.com   📞 904-707-8498

SKILLS

Unity (6 yr), C# (6 yr), C++ (1.5yr), git

PROJECTS

Nov 2016 to Current	**DAPHNE**
	Unity/C# Daphne is a mobile cyberfeminist horror game about an artificially intelligent digital assistant. I worked as the sole engineer creating the dialogue and procedural animation system, UI (with UGUI), and other basic game systems. Worked extensively with my collaborator, a writer, to optimize her workflow.
Sep 2013 to Nov 2016	**Charlotte Seeker**
	Unity/C# Charlotte Seeker was a top down, twin stick bullet heck in development for PC/PS4/Xbox One. I designed and implemented systems for procedurally generating terrain, a wide variety of AI, as well as optimization and compatibility for the Xbox One and PS4. I shared the duties of design and programmer on this project with another member of BEARCOWBOY. I was also responsible for creating promotional material, working with platform holders, and talking with publishers.
Jan 2016 to May 2017	**Aces Over Eights**
	Unity/C# Aces Over Eights is an adventure game played over a game poker. I was the sole programmer of this project, implementing gameplay, UI, dialogue, and the user interaction system.

Porfolio: hannahrose.biz/games

EMPLOYMENT

Dec 2013 to Winter 2016	**BEARCOWBOY LLC** · Owner · Seattle, WA
	BEARCOWBOY was a small indie studio cofounded by myself and two others in our last year of college. I worked as the lead developer and designer of the game *Charlotte Seeker*. I also had a hand in the day to day operations of the business, including managing other team managers, handling promotion, and maintaining relationships with platform holders.
Dec 2015 to May 2017	**14 Hours Productions** · Software Engineer (Contractor) · Seattle, WA
	Worked as a Unity/C# developer, providing post-release support on Welcome to Boon Hill (2D narrative game) and worked as the sole engineer on Aces Over Eights (2D adventure game). Also created and implemented in-game content and scripted all sequences and events.

VOLUNTEERING

Nov 2016 to Current	**Seattle Indies** · Organizer
	I run a small local meetup for Queer game developers. I'm also a member of the Diversity and Ethics Advisory Committee of Seattle Indies.

EDUCATION

2014	**Columbia College Chicago**
	B.A. Sound Design for Interactive Media