

SAMANTHA ROSE SOFTWARE ENGINEER

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SKILLS

Unity (7 yr), C# (7 yr), C++ (1.5yr), git

EMPLOYMENT

Aug 2017 to Jan 2018

uGen Inc. · Unity Engineer · Redmond, WA

Worked as a Unity Engineer developing tools, systems, and UI for Q.U.I.R.K., a free to play 3rd person action builder game for PC/Mobile built using **Unity** and **Photon**. I architected the systems/UI for weapon customization, chat, and some of the microtransaction systems. Worked with the inhouse database to pull data during runtime through a RESTful API.

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.

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.

Portfolio: samanthamakesgames.com

VOLUNTEERING

Nov 2016 to Current

Seattle Indies · Organizer

I ran 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