

# Sam Kasten

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## Summary

Dual Engineering student at the University of Colorado, studying Computer Science and Creative Technology & Design. Skilled in software development using C++, python, C#, html, and programs such as Blender, Unity, and Godot.

## Work Experience

### Independent Contractor, DoorDash

June 2022 - Present

- Managed time-sensitive deliveries while optimizing routes for efficiency
- Leveraged technology to improve delivery fulfillment and maximize profit

### FRCC Robotics Team Leader

August 2022 - June 2023

- Led a team of five engineers to compete in the NASA Colorado Space Grant Consortium, successfully completing three obstacle courses and earning the Perseverance Award
- Developed an autonomous Mars rover clone using an Arduino Mega and C++
- Designed and 3D-printed the entire bot, including a Rocker-Bogie suspension system

### Supervisor, Terrapin Care Station (Folsom, Boulder)

July 2018 - July 2022

Ref: Juanita Sanchez, Manager: (720)-757-8555

- Oversaw store operations, ensuring compliance with Boulder County regulations
- Optimized inventory management, reconciling discrepancies and ensuring accurate Metro data tracking
- Created and maintained a statewide menu developed in Adobe Illustrator
- Created, updated, and maintained a state wide menu system
- Trained staff and enforced security measures, including identifying fraudulent IDs

## Personal Projects

- Project Cardboard - Unity, C#
  - Developed a 3D horror game inspired by Slender, implementing multiple gameplay systems and interactions
  - Designed and textured assets in Blender
- Deep Dive - Godot, GDScript
  - Developed a 2D submarine game with physics-based movement inspired by Flappy-Bird
  - Created pixel-art assets using Aseprite
  - Implemented a dynamic obstacle generation system to enhance gameplay