SAM GUSICK

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University of Vermont (UVM),
B.S. in Computer Science,
Expected graduation May 2023, GPA 3.4

Summary

Skilled computer engineering student with strong leadership skills and accomplishments in game design, programming, music, video editing & production, & creating content on YouTube & TikTok. Seeking a full-time game development position post-graduation.

Skills

Coding:

- Unity
- C#
- C C++
- Javascript
- HTML
- CSS
- PHP
- SQL
- Python

Content Creation:

- 8 game projects
- 4 marketing videos
- 7 YouTube videos about my game development process
- 1.7 million combined views on YouTube & TikTok.

Activities

- **UVM Game Dev Club** - President

(Fall 2021 - Present)

- **UVM Viridescent A Cappella Group** - President & Performer

(Fall 2020 - Present)

- **UVM CS Fair 2021** - Created & presented a chrome extension for UVM Blackboard Grades Calculator using HTML, JavaScript, & Chrome API.
- **UVM Intro to Programming Class** - Selected as a teaching assistant for UVM Professor (Spring 2023)

Work Experience

UVM SEGS Lab (Social-Ecological Gaming & Simulation)

Lead Programmer & Game Designer

(Fall 2021 - Present)

- Utilized the Unity Game Engine and C# programming language to program a game for the Robert Wood Johnson Foundation, used to research getting high-quality food to vulnerable populations.

UVM A.R.C. Program (Accelerated Research Commercialization)

Creative & Video Lead/Head of Mobile App Improvement (Summer 2021 & 2022)

- Wrote, narrated, filmed, & edited award-winning marketing and grant material & was a major voice in the UI/UX of a startup's mobile app, conceptually and creatively.

Unity Game Development

Solo Game Jams:

- Leg Up - QWOP-style 3D game (2020)
- Toilet Paper Mayhem - Third-Person 3D Pac-Man game (2020)
- Recyclomania - 3D Runner (2020)
- Unwind Obstacle Rewind - 2D platformer (2020)

Team Game Jams:

- Tireless - 3D Runner - Lead Concept, Art & Animation (2020)
- Ascent - 2D platformer - Lead Programmer (2021)

Solo Development:

- Bean Boy - 3D Third Person Shooter (2020)
- Cyberbonk - 3D Procedurally generated Cyberpunk 2077 clone (2022)