

# 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 software engineering 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 with a team 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)

- Video work helped win a \$200k grant prize & the TechCrunch Disrupt Student Pitch Competition for Verde Technologies, a solar tech startup.
- Worked with a team of six other UVM students to help market and deliver a startup business focused on a mental health mobile app (Panic Mechanic).
- 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.