

SAM SHERROD

Software Developer

✉ samsherrod91@gmail.com
☎ 250 858-5330
📍 Victoria, BC, Canada
🌐 [LinkedIn](#)
🐙 [Github](#)
🌐 [Portfolio](#)

EDUCATION

BSc. Computer Science [University of London](#)

📅 October 2020 - March 2024

📍 London, England, UK

🎓 GPA: First Class Honors (4.0)

Relevant courses

- Databases, Networks, and the Web
- Games Development
- 3D Graphics & Animation
- Virtual Reality
- Object Oriented Programming
- Software Design and Development
- Data Structures and Algorithms
- Graphics Programming
- Agile Software Projects

CERTIFICATIONS

- EA Software Engineering Virtual Experience Program
- Google IT Support
- MSU Game Design and Development with Unity 2020 (65% finished)
- IBM AI Engineering Professional Certificate (Machine Learning - finishing by March 2023)
- Unity Pathways - Unity Essentials, Junior Programmer
- 20+ certificates in software development from Codecademy

SKILLS

Hard Skills

- C++, C#, Java, Python, JavaScript, React, SQL, NodeJS, Html, CSS, Unity, Git, Bash
- Debugging, testing, IT
- Game and graphics programming
- Game, software, and agile development; game design
- Discreet, computational, and vector mathematics; linear algebra

Soft Skills

- Intellectually curious, critical thinker, collaborative, self starter, technology forward, communication, teamwork, problem solving, flexibility, good judgement, maintains calm
- Strong work ethic and initiative
- 10+ years of leadership, management, and operations
- Quick learner, engages in regular professional development
- Video games

PROFESSIONAL SUMMARY

Intellectually curious, self starting game programmer and software developer with 3+ years experience and 10+ year experience as a business owner. Technology forward with skills in JavaScript, C++, C#, Unity, Python, SQL, NodeJS, HTML, CSS, Git, and agile. Integrates a strong leadership background with a positive attitude, collaborative mindset, and critical thinking skills to develop innovative customer experience solutions. Communicates with developer teams and project managers to evaluate technologies and develop proof of concepts. Dual citizen of both US and Canada. Open to remote work.

PROFESSIONAL EXPERIENCE

Director and CFO

[Forward Equestrian Inc.](#) - www.kiowafarm.ca

📅 2012 - current 📍 Victoria, BC, Canada

- Responsible for administration, financial management, program development, operations, coaching, website development, and budgeting.
- Co-developed and grew an equestrian business generating up to \$300,000/year.
- Hired, trained, and managed on average 5-10 employees at any one time
- Negotiated and oversaw over \$500,000 in revenue and loans to expand facilities and programs.
- Co-developed and managed 2 nature preschools, a kindergarten, equestrian, and wellness services, and the furthest west breeding program of the Lusitano horse in Canada.

RELEVANT UNIVERSITY PROJECTS

Agile Software Group Games Project in JavaScript

Lead Game Programmer

📅 May 2022 - August 2022

- Used agile practices to work in a team of 5 from pre to post-production.
- Created a project report containing project objectives, planning, specification, scope, requirements, literature, market research, prototyping, assumption testing, and analysis.
- Created a web based 2D platformer game using pre-made assets. Used OOP and SOLID principles. Researched new technologies and built 100% of the game portion by myself in Phaser.js and Tiled.
- Built and deployed project through NPM. Managed GitHub repository.

C++ DJ Application for OOP Class

Audio Programmer

📅 January 2022 - March 2022

- Created a DJ audio application in C++ with the JUCE framework. Contained multiple classes with constructors that interacted with one another, references, pointers, and header files for each cpp file. Allowed user to create a playlist, and upload a separate music track from it onto each of the two deck instances for manipulation.
- Extended application beyond class requirements by improving the GUI including two DJ decks, sliders, buttons, volume and speed control, and the ability to scroll through each track by displaying it as a waveform.

2D Group Games Project in Unity and C# (Finishing March 2023)

Lead Developer

📅 November 2022 - March 2023

- Used agile practices to work in a team of 5 from pre to post-production.
- Created a GDD and a schedule of deliverables.
- Led and managed a team of 5 by managing tasks and schedules, setting up collaborative tools, and creating project and code standards,
- Designed manager scripts, scene persistence, player controls, combat mechanics, and game programming patterns. Setup tools within Unity to support team including a Tilemap system and the Input System.

SOFTWARE KNOWLEDGE

- Unity, Slack, Visual Studio/Code, MySQL, Jupyter Notebook
- Windows and Mac OS
- GitHub, Google Drive, One Drive, iCloud, Zoom, Microsoft Office