SAMUEL SCHIMMEL
GAMEPLAY PROGRAMMER

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SKILLS

C, C++, C#
Unreal, Unity
Perforce, Git
Doxygen, Confluence
Visual Studio, ReSharper
MySQL, Node.js, OpenGL
Linux, GCC, Make, Valgrind

EDUCATION

Bachelor of Science in Computer Science in Real-Time Interactive Simulation
DigiPen Institute of Technology, 2021
Completed 23 credits in game design

Bachelor of Arts in Political Science
Western Washington University, 2014

EXPERIENCE

Teaching Assistant, DigiPen Institute of Technology
Project classes: Project II, Project III
Design classes: Technology for Designers, 2D Game Design I, User Experience Design I
CS classes: Introduction to Computer Technology and Programming, Scripting Languages, Advanced Scripting, C++ for Designers, Computer Networks I: Interprocess Communication, Computer Networks II, Data Structures

Technical Director, *Perdition*, 2017-18
2019 DigiPen PAX West Senior Game Selection
Now available on Steam
3D, systems-driven, emergent FPS developed in Unreal using C++
Media and code samples at samuelschimmel.com/unreal
Authored technical design document
Integrated gameplay code with custom audio engine
Implemented agents, projectile weapons, melee weapons, fire propagation, enemy encounter system, quest system, destructible armor, first-person obstacle climbing, formations, AI aiming, stealth systems, and player modeling

Technical Director, *Being Evelyn*, 2016-17
2D, narrative-driven, social stealth and hacking game developed in Unity
Media and code samples at samuelschimmel.com/unity
Implemented agents, A* pathfinding, turn system, adaptive music system, branching dialogue system, diegetic menus, UI animation, and camera animation