

SAMUEL SCHIMMEL

GAMEPLAY PROGRAMMER

samuelschimmel.com

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Seattle, WA

SKILLS

C, C++, C#

Unreal, Unity

Perforce, Git

Doxygen, Confluence, Visual Studio, ReSharper, MySQL, Node.js, OpenGL, Linux, GCC, Make, Valgrind

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

PROJECTS

Technical Director, *Perdition*, 2017-18

2019 DigiPen PAX West senior game selection

- 3D, systems-driven, emergent FPS developed in Unreal using C++
- Team of 8
- 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
- Team of 5
- 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

EDUCATION

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

DigiPen Institute of Technology, expected April 2021

3.77 GPA

Completed 23 credits in game design

Bachelor of Arts in Political Science

Western Washington University, August 2014

3.72 GPA