

# SAMUEL SCHIMMEL

## SOFTWARE ENGINEER

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samuelschimmel.com

Seattle, WA

## SKILLS

Languages: C, C#, C++

Technologies: Amazon EC2, AWS, Doxygen, GCC, Git, GNU Make, Linux, MongoDB, MySQL, Node.js, OpenGL, Perforce, Postman, Redis, ReSharper, Unity, Unreal Engine 4, Valgrind, Visual Studio

## EXPERIENCE

**Software Engineer**, Microsoft, March 2022 – present

**Teaching Assistant**, DigiPen Institute of Technology

- Worked as a teaching assistant for various computer science classes, including GAT 240 (Technology for Designers), CS 185 (C++ for Designers), CS 260 (Computer Networks I), CS 261 (Computer Networks II), CS 280 (Data Structures), and GAM 300/350 (two semester project class for third year students)
- Developed and presented an Unreal Engine 4 C++ gameplay programming workshop for GAM 300/350 students
- Developed and presented an introductory Linux workshop for summer semester CS 260 students from DigiPen's Singapore campus

## PROJECTS

**Technical Director**, *Perdition*, September 2017 – December 2018

3D, systems-driven, emergent FPS developed in Unreal Engine 4 using C++

Published on Steam (88% of 100+ user reviews are positive)

2019 DigiPen PAX West senior game selection

## EDUCATION

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

DigiPen Institute of Technology, 2021

Magna Cum Laude

**Bachelor of Arts in Political Science**

Western Washington University, 2014