SAMUEL SCHIMMEL

GAMEPLAY PROGRAMMER

samuelschimmel.com
samuel@samuelschimmel.com

SKILLS

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

EDUCATION

Bachelor of Science
in Computer Science in Real-Time Interactive Simulation
DigiPen Institute of Technology, 2020
Minor in Game Design

Bachelor of Arts in Political Science
Western Washington University, 2014

EXPERIENCE

Teaching Assistant, DigiPen Institute of Technology
GAM 300 (Project III), GAM 350 (Project III), GAT 240 (Technology for Designers), GAT 250 (2D Game Design I), GAT 260 (User Experience Design I), CS 116 (Introduction to Computer Technology and Programming), CS 175 (Scripting Languages), CS 176 (Advanced Scripting), CS 185 (C++ for Designers), CS 260 (Computer Networks I: Interprocess Communication), CS 280 (Data Structures)

PROJECTS

Technical Director, *Perdition*, 2017 to 2018
2019 DigiPen PAX Arcade Booth Senior Game Selection
3D, systems-driven, emergent FPS developed in Unreal using C++
Media and code samples at samuelschimmel.com/unreal
Implemented player, NPC, shared player/NPC base class, AI formations, AI behavior trees, AI aiming including target velocity and bullet drop compensation, AI vision and hearing, AI detection, stealth mechanics including agent illumination calculation, behavior tree-compatible scripting nodes, damage system, inventory system, weapons, projectiles, melee attack, melee takedown, lock-on targeting, rifle scope, destructible armor, fire propagation, dash mechanic, obstacle climbing, object interaction, ladders, doors, quest system, RPG mechanics, checkpoints and saving, enemy encounter system, asset loading with caching, options menu backend, player modeling, dynamic difficulty, dynamic tutorials, weighted random item spawning, worldspace UI, dynamic multicast delegate Blueprint interface

Technical Director, *Being Evelyn*, 2016 to 2017
2D, narrative-driven, social stealth and hacking game developed in Unity
Media and code samples at samuelschimmel.com/unity
Implemented player, NPC, shared player/NPC base class, AI, A* pathfinding, turn system, branching dialogue system, diegetic menus, HUD, UI animation, camera animation, adaptive music system