

SAMUEL SCHIMMEL

GAMEPLAY PROGRAMMER

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SKILLS

C, C++, C#
Unreal, Unity
Visual Studio, ReSharper, QT Creator
Perforce, Git, GitHub, Bitbucket, SourceTree, SVN
Linux, GCC, GNU Make, Doxygen, Dr. Memory, Valgrind

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
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 225 (Advanced C/C++), CS 260 (Computer Networks I: Interprocess Communication), CS 280 (Data Structures)

PROJECTS

Technical Director, *Perdition*, 2017 to 2019
3D, systems-driven, emergent FPS developed in Unreal using C++
Videos and code samples at samuelschimmel.com/projects/perdition
Implemented player, enemies, shared player/enemy base class, AI, formations, behavior trees, damage system, inventory management, weapons, projectiles, combo system, melee attack, melee takedown, lock-on targeting, rifle scope, destructible armor, fire propagation, dash mechanic, obstacle climbing, object interaction, ladders, doors, quest system, enemy wave spawning, asset loading with caching, player modeling, dynamic difficulty, 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
Videos and code samples at samuelschimmel.com/projects/beingevelyn
Implemented player, enemies, shared player/enemy base class, AI, A* pathfinding, turn system, branching dialogue system, diegetic menus, HUD, UI animation, camera animation, adaptive music system