

Sami Chamberlain

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Objective:

To pursue a software development co-op that challenges me while providing the opportunity to utilize and expand my abilities in creating digital media applications. To provide service to a company and showcases my software development abilities.

Available August 2021-May 2024

Education:

Rochester Institute of Technology (RIT), Rochester N.Y.

Expected Grad Date: May 2024

Bachelor of Science, Game Design and Development

GPA: 4.0

Related Courses: Game Development and Algorithmic Problem Solving 1 and 2 (C#), Intro to Game Web Tech (HTML, CSS, JavaScript), Data Structures I (C++/C), Experience Design in Games and Media (Axure RP)

Skills:

Programming Languages: C#, C, C++, HTML/CSS, JavaScript, Java

Tools: Visual Studio 2019, Photoshop CC, Git, Trello, NClass, Gimp, Audacity, Unity, Autodesk Maya, Visual Studio Code, Axure RP, OpenGL, OpenAL, FreeType

Projects

Myne Engine (Personal Project)

May 2022

- Developed a C++ game engine using OpenGL, OpenAL, and FreeType.
- Features a custom physics system, texture handler, UI system, audio handler, and event manager.

Roll Arena 64 (Personal Project)

July 2022

- Developed a prototype in Unity with another individual during the GMTK 2022 Game Jam.
- Handled grid-based tile recognition and artificial intelligence.
- Ranked #1056 out of 6147 submissions.

Skquares (Personal Project)

May 2021

- Created a platformer prototype with another individual to sharpen our knowledge of game development.
- Developed the gameplay physics, as well as boss and opponent AI.

Bottle Knights (Academic Project)

November 2021

- Developed an interactive web experience using JavaScript and various libraries.
- Intertwines the browser DOM and a canvas derived from the PIXI.js library to present a functional and visually appealing product.

Brawl Stars Competitive Optimizer (Academic Project)

October 2021

- Develop an API-centered web application that assists with competitive optimization for the popular mobile game *Brawl Stars*.
- Utilize the Brawlify API and received JSON objects using HTTP requests.

Love's a Battlefield (Academic Project)

March 2022

- Created a tabletop board game in a group of four people.
- Handled aspects of character and narrative development.

Volunteer activities:

- Organized and volunteered to place and pick up wreaths on Veteran's headstones at the Sampson Veteran's Cemetery, Romulus New York.
- Performing at multiple community events such as Flag Day, Veterans Day, and Memorial Day.
- Worked with other community members to plant flowers around the community of Newark, New York during a community beautification day.