SAMI CHAMBERLAIN

Palmyra, NY 14513 | (585) 747-9783 | scc8371@rit.edu

Portfolio

www.samichamberlain.com

Availability

August 2021-May 2024

Objective

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

Skills

- **Programming Languages**: C#, C, C++, HTML/CSS, JavaScript, TypeScript, Java, Python, GDScript, GLSL
- **Tools**: Visual Studio 2019/2022, Photoshop CC, Git, Trello, NClass, Gimp, Audacity, Unity, Unreal Engine, Autodesk Maya, Blender, Visual Studio Code, Axure RP, OpenGL, OpenAL, FreeType, Trello, Clickup, raylib, MonoGame

Education

Bachelor of Science: **Game Design And Development** — Expected in May 2024
Rochester Institute of Technology (RIT) — Rochester, NY
Dean's List Fall 2020 - Fall 2022
4.0 GPA
Relevant Coursework: Game Development I & II (C#/Unity), Data Structures and Algorithmic Problem Solving I & II (C++), Experience Design in Media (User Experience/User Interaction Design), Rich Media Web Application Development (JavaScript, TypeScript), Production & Research Studio (Project Management).

Professional Experience

Xana Ad Hoc Studio

https://www.changelingvr.com/ — May 2023 - August 2023
Backend Developer

- Collaborated cross-functionally with multiple development teams to fulfill backend requirements, optimizing performance and enhancing user experience.
- Orchestrated system cleaning and maintenance across the project, bolstering game-wide stability and efficiency.
- Spearheaded the integration of user-to-environment physics simulations, heightening realism and elevating user immersion.
- Actively contributed to helping build and maintain a usable project state at the end of each two-week sprint.

Projects

Dark Matter
Aug 2023

Personal Project

- Constructed in the span of a week using C++ and raylib during the 1-BIT 2023 Game Jam.
- Collaborated and ideated in a group of two.
- Managed the programming of core gameplay features, including the physics and math behind the several components that are fundamental to the game.
- Ranked **#126** out of **571** submissions, and **#27** in the gameplay category. Was the **#4** most rated submission.

Icarus VR
Jan 2023 - April 2023

Academic Project

- Produced a action-based virtual reality projectile shooting game in a group of four.
- Managed many gameplay mechanics, such as flight and gun shooting, as well as supplimentary mechanics such as cameras, UI elements, and leaderboards.
- Showcased at the **RIT Student Game Showcase and Expo 2023**, and **Imagine RIT 2023**.

Myne Graphics Engine
May 2022 - Jul 2022

Personal Project

- Constructed a C++ graphics engine using OpenGL, OpenAL, and FreeType, featuring a texture handler, glyph reader, UI system, audio handler, and event manager.
- Demonstrated strong problem solving skills when resolving complex issues with graphics rendering, audio playback, and general responsiveness.

Roll Arena
Jul 2022

Personal Project

- 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.