Sami Chamberlain

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Experience

Lead Unity / C# Programmer — Rochester, NY
MAGIC Spell Studios — Jan 2024 - May 2024
- Lead the development of core project features and mechanics in a team of 7
- Enhanced asset and shader optimization, achieving a frame rate increase of over 200%
- Implemented Mirror networking and Steamworks API functionalities, achieving optimal input latency that isn't doubled if not hosting the server
- Provided code assistance to team members, resolving technical issues and enhancing productivity

Unreal Engine Developer — Rochester, NY
Xana Ad Hoc Studio — May 2023- Aug 2023
- Collaborated with cross-functional teams and production leads to fulfill development needs
- Spearheaded the integration of user-to-environment physics simulations, heightening user immersion
- Actively contributed to build preparation and maintenance to ensure a usable project state after each sprint
- Assisted with optimization by stress testing the project, leading to a 300% increase in frame rate

Personal Projects

Myne 2D/3D Graphics Engine — Jun 2022 - Present
- Created a 2D/3D graphics engine from scratch using C++, OpenGL/GLFW, and OpenAL
- Demonstrated strong analytical skills when resolving complex graphics, audio, and responsiveness issues
- Significantly improved my ability to write C++ code and understand complicated 3D math functions

Mars Astronaut Simulation (NASA) — Aug 2023 - Dec 2023
- Contributed to a NASA sponsored university project to leverage VR/AR technologies to train astronauts on Mars
- Solely developed a push-up detection and scoring system that utilizes hand and distance tracking
- Collaborated with engineers and developers to ensure programming specifications for an external apparatus

Education

Rochester Institute of Technology — Rochester, NY
Bachelor of Science in Game Design and Development — 2024
GPA: 3.99/4.00

Activities

ROC Game Dev — Rochester, NY
Aug 2023 - Present
- An organization in Rochester, NY, that fosters local game creators
- Participated at least once per month, presenting progress made in my personal projects
- Allowed a space to talk about my achievements with like minded individuals

GDC 2024 — San Francisco, CA
Mar 2024
- An event that brings thousands of game developers together to discuss the future of gaming
- Engaged in dialogues about emerging trends and technologies shaping the gaming industry
- Networked with dozens of industry professionals and showcased projects to large audiences

Additional

Programming Languages: C, C++, Java, C#, HTML, CSS, JavaScript, SQL, GLSL, Python, XML/JSON
Tools: Unity, Unreal Engine, Git, Perforce, Gimp, Photoshop, RenderDoc, Visual Studio, Visual Studio Code, Blender, Autodesk Maya, Axure RP, raylib, MonoGame, Audacity, OpenGL, OpenAL