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
- Optimized code and assets, achieving a frame rate increase of over 200%
- Implemented Mirror netcode and Steam API functionalities
- Provided code assistance to team members, resolving technical issues and enhancing productivity
- Created analytic tools to compile play data into heatmaps using python scripts

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
- Integrated physics simulations, heightening user immersion
- Contributed to build preparation and maintenance to keep the project stable
- Assisted with optimization by stress testing the project, leading to a 300% increase in frame rate

Skills

Programming Languages: C, C++, Java, C#, HTML, CSS, JavaScript, SQL, GLSL, Python, XML/JSON
Tools: Unity, Unreal Engine, Git, Perforce, React, Vite, Bootstrap, Bulma, npm, pip, wsl, Gimp, Visual Studio, Visual Studio Code, Axure RP, Audacity, OpenGL, OpenAL, AWS
Soft Skills: Team mentoring, Team Collaboration, Writing, Hitting deadlines, Open to learn, Fast learner

Academic and Personal Projects

Mars X-Hab Program (NASA)	Aug 2023 - Dec 2023

- Contributed to a NASA sponsored project that leverages VR/AR technologies to train astronauts
- 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

Myne 2D/3D Graphics Engine	Jun 2022 - Present

- Developed a 2D/3D graphics engine using C++
- Demonstrated strong analytical skills when resolving complex audio and graphics issues
- Significantly improved my ability to write C++ code and 3D math functions

Education

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

Achievements

Best Experimental Project	**Winner**
RIT EDGE Showcase 2024	*Wolfjam Hackathon 2023*

Activities

ROC Game Dev	**Rochester, NY**
	Aug 2023 - Present

- Active participant presenting progress made in my personal projects
- Allowed a space to talk about my achievements with like minded individuals

Other Notes

- Open to relocate
- Open to learn new skills and tools