

SAMI CHAMBERLAIN

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Portfolio

- www.samichamberlain.com

Availability

August 2021-May 2024

Objective

To pursue a 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, Java, GDScript
- **Tools:** Visual Studio 2019/2022, Visual Studio Code, Microsoft Office, Photoshop CC, Git, Trello, NClass, Gimp, Audacity, Unity, Autodesk Maya, Axure RP, OpenGL, OpenAL, FreeType

Projects

Myne Graphics Engine

May 2022 - Jul 2022

Personal Project

- Developed a C++ graphics engine using OpenGL, OpenAL, and FreeType.
- Features a texture handler, glyph reader, UI system, audio handler, and event manager.

Karnissa's Castle

Sep 2022 - Oct 2022

Academic Project

- Developed a magic-based puzzle game in a group of 4
- Managed most of the gameplay, such as magic and puzzle mechanics.
- Facilitated group meetings and managed distribution of work among teammates

Roll Arena

Jul 2022 - 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.

Bottle Knights

Nov 2021 - Dec 2021

Academic Project

- 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.

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 Design and Development I & II, Data Structures and Algorithmic Problem Solving I & II (C++), Experience Design in Media (User Experience/User Interaction Design), Web Application Development (HTML, CSS, JavaScript), Foundations of Interactive Narrative, Level Design.