

Sami Chamberlain

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Experience

Lead Unity / C# Programmer

MAGIC Spell Studios

Rochester, NY
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 networking and Steam API functionalities
- Provided code assistance to team members, resolving technical issues and enhancing productivity

Unreal Engine Developer

Xana Ad Hoc Studio

Rochester, NY
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

Academic and Personal Projects

Mars Astronaut Simulation (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

Bachelor of Science in Game Design and Development

Rochester, NY
2024

GPA: 3.99/4.00

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

Achievements

Best Experimental Project

RIT EDGE Showcase 2024

3rd Place

Wolfjam Hackathon 2023

Skills

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, AWS