Sam Fields

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Portfolio:
sefields.github.io

GitHub:
github.com/sefields

LinkedIn:
https://www.linkedin.com/in/samefields

SKILLS

Languages: C, C#, C++, Python, Java, Javascript, HTML, GLSL

Technologies: Unity, Git, GitHub, Android Studio, WebGL, Photoshop, Blender, Adobe Flash, Unix, Game Maker

Methodologies: SCRUM

EDUCATION
University of California, Santa Cruz
BS Computer Science: Computer Game Design, expected June 2016, GPA 3.45

EXPERIENCE
Technical Assistant, CITRIS UCSC   (citris-uc.org)
Santa Cruz, CA — February 2015 - March 2016
- → Handled calendars and maintenance of CITRIS classrooms and equipment (computers, projectors, printers, recording)
- → Provided technical support to clients and presenters
- → Monitored and maintained ticketing system for inquiries and internal projects

Lead Instructor, iDTech Camps (San Francisco State University)
San Francisco, CA — June 2015 - August 2015
- → Taught Game Design for Mobile Phones, Game Programming with Unity, Game Programming with Python, or Programming with Scratch, depending on the week
- → Maintained a safe and organized computer lab
- → Ran outdoor camp activities
- → Led instructors who came and went each week
- → Full-time, seasonal position

MSI Leader (Calculus), UCSC Learning Support Services
Santa Cruz, CA — September 2013 - March 2015
- → Calculus for Engineering and Mathematics
- → Held sessions 3 times a week where I answered student questions, led discussion on class material, and provided a collaborative environment to practice and learn
- → Up to 12 students / session

PROJECTS
Panopticon
Santa Cruz, CA — January 2016 - present
- → Technical Lead / Designer, UCSC Senior Design Project
- → Technologies: Unity / C#
- → Survival game designed for streaming on Twitch.tv
- → I am programming gameplay, including movement, NPC behavior, combat; Designing and implementing within a larger system that processes Twitch chat and uses Natural Language Processing to effect changes in the game world.

UCSC Meal Builder
Santa Cruz, CA — September 2015 - December 2015
- → Front End Developer / SCRUM Master, UCSC Software Engineering course
- → Technologies: Android Studio / Java / SQLite
- → Meal-building app with menus for on-campus eateries, targeted at students who want to micromanage their meal plans

HypeTrain   (ursamajorgames.com)
Santa Cruz, CA — April 2014 - present
- → Art Lead / Programmer / Designer, personal project
- → Technologies: Unity, C#, Adobe Photoshop
- → 2D run-and-gun platformer, wherein the player robs an endless train.
- → Design, create, implement art assets: characters, objects, and environments. Provide feedback to other artists.
- → Gameplay programming, including: scrolling background elements, Tucker the Buddy AI Dog, the Air Blast Gun, The Robo Falconeer boss, and more.
- → Design mechanics, train cars, NPCs. Provide feedback to other designers.

Stealth Invasion: Crimea!   (Play here)
Santa Cruz, CA — January - March 2015
- → Designer / Programmer / Artist, created for UCSC Game Programming course
- → Technologies: Javascript, pixi.js engine, Adobe Photoshop
- → Satire of the Russian invasion of Ukraine; hide soldiers in plain sight.
- → Developed and implemented core concept and mechanics, contributed to art asset creation, designed and implemented all audio