Sam Fuller

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OVERVIEW

I am a passionate and enthusiastic software engineer looking for a new opportunity in the Video Game Industry or other computer science related field. I am looking for a position which will allow me to apply my skill set while also allowing me to expand my knowledge by learning new technologies.

SKILLS

Languages:	C#, C++, C, Python, Java, Lua, JavaScript, HTML5, CSS3, Posix Shell
Libraries/Frameworks/APIs:	Unity (Game Engine), OpenGL, Django, Qt, XNA
Tools	Jira, Hansoft, Jenkins CI, Git, Perforce, Subversion
	Vim, Zsh, Cygwin, Visual Studio
Systems:	Unix/Linux, OSX, Windows

EXPERIENCE

Electronic Arts - Software Engineer   Salt Lake City, UT **September 2014 - Present**

- Worked on the blockbuster mobile games *Minions Paradise*, *The Secret Life of Pets: Unleashed*, and *Star Wars: Galaxy of Heroes*
- Implemented new features and subsystems for game clients using test driven development methodologies where applicable.
- Fixed bugs and helped clean up code from an inherited and complex codebase.
- Embedded the Lua scripting language into a game client and wrote systems to control the execution of Lua scripts from C#.
- Helped manage and maintain the team's Jenkins CI build system and build boxes.
- Helped resolve urgent issues and held pager duty responsibilities during live service periods.

KIXEYE - Junior Software Engineer   San Francisco, CA **July 2013 - August 2014**

- Developed quality features and systems for mobile real-time strategy game *War Commander: Rogue Assault*, built on top of C# and Unity.
- Worked with artists and designers to implement many gameplay and user interface features.
- Collaborated with a large team of developers using Perforce, Subversion and Jira.

Goko (formerly Funsockets) - Intern   Redwood City, CA **Summer 2012**

- Created part of the front-end user interface for the online game *Dominion*
- Developed front-end web applications using HTML5 and Javascript
- Collaborated with many developers using Git and Perforce version control systems.

EDUCATION & MENTIONABLE ACHIEVEMENTS

Canyons Technical Education Center - Academy of Information Technology   Salt Lake City, UT **Summer 2013**

- IBM 2012 Master the Mainframe Contest, Honorable Mention
- Outstanding Programmer Award at Canyons Technical Education Center, 2012-2013

REFERENCES

References are available upon request.