

# Samuel Harper

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## SUMMARY

Computer Science student at The Ohio State University specializing in Computer Graphics and Game Design. Experience teaching programming and developing academic and personal projects in C# and JavaScript. Seeking software engineering or game development internship opportunities.

## EDUCATION

### The Ohio State University

Columbus, Ohio

- Pursuing a B.S. in Computer Science & Engineering, Specialization in Computer Graphics & Game Design.
- GPA: 3.414

Expected: May 2028

## WORK EXPERIENCE

### Retail Sales Associate

Seasonal Employment, 2024-2025

#### Staples

Cincinnati, Ohio

- Assisted customers with troubleshooting Windows and macOS systems, printers, and various peripherals
- Provided technical guidance and recommendations while balancing customer needs and sales objectives

### Code Instructor

July 2022 – January 2024

#### Code Ninjas

Cincinnati, Ohio

- Taught programming fundamentals to students aged 8–14 using JavaScript, Microsoft MakeCode, C#, and Scratch
- Led after-school coding programs at local elementary schools, fostering STEM engagement in young learners
- Restructured Unity curriculum materials to improve lesson effectiveness and resolve instructional issues
- Developed strong classroom management and communication skills by keeping students engaged, mediating conflicts, and ensuring a positive learning environment

## EXTRACURRICULARS

### Member, Ohio State Collegiate Wind Ensemble

January 2026 – Present

- Selected through audition as 1 of 8 trombonists in one of the university's top concert ensembles
- Prepared various music to play for live audiences, demonstrating preparation and discipline

### Member, The Ohio State University Marching Band

June 2025 – Present

- Selected as 1 of 8 new trombonists through a highly competitive audition process
- Learned and performed 8 original shows under tight weekly deadlines, displaying musical and marching excellence in live performances for audiences of 100,000+
- Collaborated with a 200+ member ensemble, adapting quickly to feedback during rehearsals

## SKILLS

- **Programming Languages:** C#, Java, JavaScript, C, Assembly
- **Game Engines & Tools:** Unity, MonoGame, GameMaker, Onshape (CAD)
- **Software Practices:** Object-Oriented Programming, Version Control (Git, SVN), Debugging
- **Web / UI:** HTML, CSS, React, Astro
- **Systems and Platforms:** Linux/Unix, SSH, Command Line, PC Hardware Assembly
- **Instructional Platforms:** Unity (C#), JavaScript, Roblox Lua, MCreator, Microsoft MakeCode, Scratch
- **Data & Analysis:** MATLAB, Statistics
- **Leadership & Communication:** Public Speaking, Team Coordination, Curriculum Development