

# SAMUEL LEVY

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## EDUCATION

**Occidental College, Los Angeles, CA**

Expected May 2025

Bachelor of Arts, Major: Computer Science

GPA: 3.97

Relevant Coursework: Data Structures, Game Design (Spring '23), Algorithms (Spring '23), Cryptography (Spring '23), Computer Organization, Discrete Mathematics with Cryptography, Linear Algebra (Spring '23)

## TECHNICAL SKILLS

C#, Unity, C++, C, Java, Python, MIPS Assembly, Git, HTML, CSS, Photoshop

## WORK EXPERIENCE

**Occidental College, Los Angeles, CA**

*Peer Tutor for Scientific Scholars Achievement Program*

January 2023 – Present

- Tutoring students in introductory-level computer science courses twice weekly to reinforce foundational concepts

*Resident Advisor*

August 2022 – Present

- Organizing monthly, building-wide social programs and designing interactive bulletin boards to build a welcoming community for 20+ first-year students
- Connecting with residents one-on-one through constant communication and ensuring myself as an approachable presence in the building
- Managing administrative duties, such as writing formal incident reports and taking calls from students at the Residential Education and Housing Services front desk

**Chadwick School, Palos Verdes Peninsula, CA**

*Technical Director & Instructor*

Summers 2018 – 2022

- Organized set, lighting, sound, and projection design for a musical theater production in 5 weeks
- Worked with a team of counselors to coordinate and run all technical aspects of the production
- Taught improvisational theater to 20+ elementary and middle school students

*Teacher's Aide*

October 2020 – June 2021

- Assisted with grading, classroom organization, and small-group instruction in two 5th grade classrooms with a combined total of 40+ students
- Collaborated with lead teachers to maintain a safe, respectful, care-based environment by connecting with students one-on-one and in large-group settings academically and socially

## PROJECTS

**Emerging Cinematic Media AR Experience, C#, Unity**

Fall 2021

- Designed and programmed a location-based augmented reality experience in Unity
- Wrote hundreds of lines of high-quality C# code to implement customizable AR objects, resulting in an application that can be easily modified to fit a user's needs
- Integrated Unity plugins and various forms of media created in collaboration with a media arts class to create an experimental application

**Inn-Conspicuous, Game Design Document**

Fall 2020

- Led the collaborative creation of a 15+ page game design document for a planned MMORPG

**Custom Snake, C#, Unity**

May 2019

- Utilized an iterative design process to build a reinterpretation of the classic "Snake" game as a roguelike in Unity

## LEADERSHIP AND ACTIVITIES

**Stage Manager, Chadwick School & Occidental College**

March 2015 – November 2021

- Managed the rehearsals and performances of 10+ middle, high school, and college level theatrical productions by communicating effectively between actors, crew, and creatives
- Organized and managed backstage operations in highly time-sensitive scenarios

**Treasurer, Fantastiprov Improv Troupe, Occidental College**

October 2021 – Present

**Vice President, 2 Paws Up Sketch Comedy Club, Occidental College**

October 2021 – Present