

SAMUEL LEVY

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EDUCATION

Occidental College, Los Angeles, CA

Expected May 2025

Bachelor of Arts, Major: Computer Science, Minor: Education and Mathematics

GPA: 3.95

Relevant Coursework: Data Structures, Game Design, Algorithms, Computer Organization, Discrete Mathematics with Cryptography, Linear Algebra

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 – 2023

- 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

One Frog Band (Game), C#, Unity

January – May 2023

- Led the development of a momentum-based action platformer game in Unity
- Collaboratively wrote a 30+ page Game Design Document detailing artistic, gameplay, and technical design
- Worked within the Unity engine to build the game for different platforms and control schemes to make the game accessible to all players

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

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

President, Fantastiprov Improv Troupe, Occidental College

October 2021 – Present

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

October 2021 – Present