
Sam Pike

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CS SKILLS

- C#
- RESTful APIs
- MySQL and SQLServer
- Python
- C++
- Blender
- Azure Suite
- HTML/CSS

UNITY SKILLS

- URP + HDRP Renderers
- Shader Graph + HLSL
- Visual Studio + Rider IDEs
- Mirror networking
- Steamworks integration
- “New” input system
- UI Toolkit
- Git + Perforce

EXPERIENCE

Spiked Games LLC

Design Lead, Networking/Gameplay/Audio Programmer • Feb 2022 - Present

- Leading a small team in building an online multiplayer social deception game in Unity
- After trying various prebuilt networking solutions, developed an in-house networking architecture based on command frames with client prediction and server rollback
- Integrated sounds and VOIP using Fmod Studio plugin

Quad Graphics

Software Developer • May 2021 - Feb 2022

Intern • July 2020 - May 2021

- Worked with a small team developing and maintaining web services, RESTful APIs, and databases focusing in direct mail logistics
- Designed web apps using model-view-controller architecture

University of Wisconsin-Milwaukee

Teaching Assistant • 2019 - 2020

- Designed classwork and assignments for 200 level OOP and data structures course

EDUCATION

University of Wisconsin-Milwaukee - May 2021

Computer Science BA • May 2021

Film Minor - Experienced with non-linear editors and the Adobe suite

References available upon request