
Sam Pike - Network and Gameplay Engineer

Milwaukee, WI

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SKILLS

- Unity
- Unreal
- C#
- C++
- GLSL + HLSL
- FMOD Studio
- Steamworks integration
- Git + Perforce
- Azure Suite
- RESTful APIs
- HTML/CSS
- MySQL and SQLServer

EXPERIENCE

Spiked Games

Networking/Gameplay Engineer, Designer • Feb 2022 - Present

- Lead a small team in building “Cult of Personality” a multiplayer social deception game in Unity
- Developed an in-house networking architecture based on command frames with server authority and client prediction
- Implemented hierarchical state machines for actor behavior, with client state rollback
- Integrated native proximity/room based voice and text chat, using Dissonance Voip and FMOD Studio
- Designed a 2D ambient occlusion shader system in HLSL to project pixel shadows and prevent overlap

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

EDUCATION

University of Wisconsin-Milwaukee - May 2021

Computer Science BA • May 2021

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

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

References available upon request