

SAMUEL SCHERER

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COMPUTER SCIENCE STUDENT

SEARCHING FOR 2019 Co-op

EDUCATION

University of Cincinnati
College of Engineering,
Computer Science
Class of 2022
GPA: 3.375

♦ C++
♦ C# / Unity
♦ Python
♦ MatLab

Computing Skills

♦ Java
♦ Microsoft Office + Windows
♦ Google Cloud Platform(some)

See my projects at <https://github.com/swiimii>

NOTABLE PROJECTS

- "Meme Royale" - Unity2D Game** 2018
- Single player adventure game created in 24 hours at the RevolutionUC Hackathon
 - The player traversed several levels, defeating enemies which were controlled by a simple AI
- "dTic / dToe" - MatLab GUI project** 2018
- Users learn about Calculus concepts while playing Tic Tac Toe with an opponent
 - Created as a project for Engineering Models II, with one other contributor
 - Labelled as an exceptional project by professor; given extra credit alongside one other project
- "Save the Kiwi" - Unity3D project** - <http://swiimii.github.io/games/savethekiwi/game.html> 2018
- Single-player game level I created in 12 hours at a hackathon
 - The player saves a Kiwi bird from a bear with a chainsaw
- "Shell, Sweet Shell" - Unity2D project** - <http://swiimii.github.io/games/shellsweetshell/game.html> 2019
- Single-player platformer created in 48 hours at a Game Jam
 - The player traverses multiple levels, using different abilities they acquire along the way, in order to find a new home
- "Ninja Cat Adventure" - Unity2D project** - <http://swiimii.github.io/games/ninjacatadventure/game.html> 2019
- Single-player action platformer created in 24 hours at the RevolutionUC Hackathon
 - The player controls Ninja Cat, who is on a quest to become the Ultimate Ninja Master
 - **This project won the hackathon's award for Best Design, against 65 other project submissions**

EMPLOYMENT EXPERIENCE

- Micro Center, Sharonville, OH 2017
- Customer Service Representative**
- Sold warranties to customers, often selling >\$100 in warranties per shift
 - Communicated with customers, both answering questions and referring them to appropriate sales associates
- University of Cincinnati - NIST Indoor Location Project** 2018
- Programmer Co-op (Unity, Google Cloud Storage, Google Cloud Datastore)**
- Joined a UC Civil Engineering professor on a research project for the National Institute of Standards and Technology
 - The objective of the project was to allow firefighters to be tracked inside a building using software which we'd make, alongside hardware made by another party.
 - My role in the project was to create a project from scratch which would be used as the visual Interface for the project. I figured that Unity was a good tool to use.

LEADERSHIP AND INVOLVEMENT

- University of Cincinnati Clubs and Activities, Cincinnati, OH 2017 - Current
- Weekly attendee of the university's (Video) Game Development, and Board Game clubs
- Boy Scouts of America, Cincinnati, OH 2006 - 2016
- Fundraised for the BSA by selling popcorn to neighbors and grocery shoppers at Kroger
 - Earned many service hours via helping peers with Eagle Projects and volunteering for other organizations
 - Achieved rank of Life Scout
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