SAMUEL VAN CISE

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Education

Massachusetts Institute of Technology 6/2018 – Expected
Bachelors of Science in Engineering Cambridge, MA
Concentration in Computer Science
GPA: 4.5/5.0
Relevant Coursework:
Creating Video Games | Adv. Game Studio | Toy Product Design | Artificial Intelligence | Elements of Software Construction

Skills

Unity (2D games and VR) | Arduino/Microcontroller programming | Music Composition | Audio Editing

Languages

C# | Java | Python | Pure Data

Experience

Advanced Game Studio, *VR Team Lead* 9/2016 – Present
Designing and prototyping new VR locomotion mechanics for the HTC Vive Cambridge, MA
Creating a Unity game with one of those mechanics as the focus of gameplay experience

MIT Game Lab, *Planetarium Play researcher* 6/2016 – 9/2016
Designed and implemented two digital game prototypes for the Charles Hayden Planetarium Cambridge, MA
Evaluated the types of play that work well for over 100 people
Built a custom controller for one of the prototypes

MIT Office of Minority Education, *Resident Facilitator, Seminar XL TA, Physics* 6/2015 – Present
Led physics workshops for scholars of the Interphase EDGE Program Cambridge, MA
Developed supplemental materials to reinforce key concepts and deepen understanding

Toy Product Design, *Designer, Mentor* 2/2015 – 5/2016
Designed and created a new toy prototype using modern rapid prototyping methods Cambridge, MA
Facilitated the team discussion to maintain productivity and creativity
Guided and implemented the design process to ensure successful development of a product

Teamwork/Leadership

Beta Theta Pi House Manager 1/2016 – Present
Coordinated chapter efforts regarding cleanliness, safety, care and maintenance of the house Cambridge, MA
BEA Indoor Drumline Captain/Show Design 11/2011 – 6/2014
Designed, composed, and directed 2014 Production *Barely Human* Wingate, PA

Projects

Spectrum 2/2016 – Present
A continuation of a class project from Creating Video Games implemented in Unity
A local multiplayer, 2D shooter with a unique scoring mechanic

Beat Blocks Digital 2/2016 – 6/2016
A digital implementation of my Toy Design Project built in Unity
Focused on the design of interactions, affordances, and signifiers
Repeated focus testing at the Boston Children's Museum

Autonomous Line Following Robot, *Electronics for Mechanical System* 10/2015 – 12/2015
Developed Arduino algorithm for optimized autonomous line following for final competition
Set new MIT record at 37.2 seconds, from the old record of 40.2 seconds

Beat Blocks, *Toy Product Design* 2/2015 – 5/2015
Designed and tested the types of play with this toy
Programmed the block position algorithm in Python and music playback in Pure Data