

SAMUEL VAN CISE

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Education

Massachusetts Institute of Technology

Bachelors of Science in Engineering

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

6/2018 – Expected
Cambridge, MA

Skills

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

Languages

C# | Java | Python | Pure Data

Experience

Advanced Game Studio, Student

Designing and prototyping new VR locomotion mechanics for the HTC Vive

Creating a Unity game with one of those mechanics as the focus of gameplay experience

9/2016 – Present
Cambridge, MA

MIT Game Lab, Planetarium Play researcher

Designed and implemented two digital game prototypes for the Charles Hayden Planetarium

Evaluated the types of play that work well for over 100 people

Built a custom controller for one of the prototypes

6/2016 – 9/2016
Cambridge, MA

MIT Office of Minority Education, Resident Facilitator, Seminar XL TA, Physics

Led physics workshops for scholars of the Interphase EDGE Program

Developed supplemental materials to reinforce key concepts and deepen understanding

6/2015 – Present
Cambridge, MA

Toy Product Design, Student, Mentor

Designed and created a new toy prototype using modern rapid prototyping methods

Facilitated the team discussion to maintain productivity and creativity

Guided and implemented the design process to ensure successful development of a product

2/2015 – 5/2016
Cambridge, MA

Teamwork/Leadership

Beta Theta Pi House Manager

Coordinated chapter efforts regarding cleanliness, safety, care and maintenance of the house

1/2016 – Present
Cambridge, MA

BEA Indoor Drumline Captain/Show Design

Designed, composed, and directed 2014 Production *Barely Human*

11/2011 – 6/2014
Wingate, PA

Projects

Spectrum

A continuation of a class project from Creating Video Games implemented in Unity

A local multiplayer, 2D shooter with a unique scoring mechanic

2/2016 – Present

Beat Blocks Digital

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

2/2016 – 6/2016

Autonomous Line Following Robot, Electronics for Mechanical System

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

10/2015 – 12/2015

Beat Blocks, Toy Product Design

Programmed the block position algorithm in Python and music playback in Pure Data

2/2015 – 5/2015