

Samuel S. Rose

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Education

B.S., GAMES, INTERACTIVE MEDIA, AND MOBILE DESIGN (DEC. 2022)

Boise State University - Boise, Idaho

Knowledge Base

- C#, C/C++, Blueprints, SQL
 - HTML, CSS, Bootstrap, AWS
 - VR/AR Design Practices
 - Multiplayer Network Design
 - Unity, Unreal, Github
 - Blender, 3DS Max, Arduino, Embedded Programming
 - Unit Testing, Agile Development, Scrum
 - Self Driven, Team Oriented
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Professional Work

VISUALIZATION SPECIALIST - HDR INC. (MARCH 2023 - PRESENT)

TEAM SIZE: 7

- Modeled and rendered presentable images, animations, and interactive simulations for various clients across the country with attention to company pipelines, modeling techniques, lighting, and file structures
 - Developed solutions for future projects within Unreal Engine 5 such as dynamic parallaxing windows for easy-to-implement and low cost, high definition solutions
 - Worked efficiently to deliver projects on time and address comments with an unbiased mind in order to build trust and excitement within a given client leading them to return for more
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Academic Project Experience

VR AND DESKTOP TEAM LEAD - GIMMSTUDIO, QUESTS (SEPTEMBER 2021 - APRIL 2022)

TEAM SIZE: 41

- Produced an AI state machine that allowed a robot to match player actions based on information passed from objects in the world and combined visuals to give the robot personality
- Randomized three-question puzzle in conjunction with representative objects in the game world to give players a sense of differentiation and wonder when discussing their experiences of it
- Programmed each puzzle to give artifacts as rewards that when combined would form a trophy to demonstrate player progress and prestige within the GIMM Studio space

LEAD MULTIPLAYER PROGRAMMER - DODGEBALL: THE GAME (OCTOBER 2021 - NOVEMBER 2021) TEAM SIZE: 4

- Explored custom RPC usage, wherein an object sends out an RPC to look for networked players to update said object for each networked player in order to sync the game for all players
- Implemented networked throwing physics, team selection, scoring, in/out mechanics, game start, and introductory video in order to get players invested early and in the spirit of competition
- Adapted the light-hearted nature of *Dodgeball* to video game format in under four weeks to demonstrate successful agile development in an unfamiliar framework

LEAD GAME DEVELOPER - FLYNN'S, A VR EXPERIENCE (JANUARY 2020 - MAY 2022)

TEAM SIZE: 1

- Practiced making a game from concept to viable prototype in an agile development environment, making large updates in small sprints to iterate and test efficiently
- Noticed limited capabilities within Unity's XRDK plug-in and made custom snap mechanics, custom shaders, and responsive in-game buttons to compensate
- Circumnavigated VR-related gravity-flip nausea by implementing a black screen during the flip and having the world rotate around the character rather than the other way around