

## Samuel Barnett

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Portfolio: [samuel-barnett.github.io](http://samuel-barnett.github.io)

### Objective:

Graduating college student with programming skills and experience collaborating with others to create software looking to get a job in game development or software engineering.

### Education:

Champlain College, Burlington, VT

BS - Game Programming

Expected Graduation - May 2025

GPA: 3.0 (4.0 scale)

Relevant Coursework: C++, C#, Game Architecture, Game AI, Graphics Programming, Network Programming, Game Physics, Unity Game Engine, Unreal Game Engine, Linear Algebra, Calculus

### Skills:

- Programming Languages: C++, C#, Java, Python, Swift
- Game Engines: Unity Game Engine, Unreal Engine, GameMaker Studio 2
- Game AI: Pathfinding, Behavior Trees, State Machines
- Game Physics: Collision Detection
- Graphics Programming: OpenGL
- Game Architecture: Event Driven Architecture, Data Driven Design, State Machines
- Version Control: git, SVN
- Experience working efficiently in team environment using agile workflow

### Projects:

#### Class Projects - Champlain College:

- Booklet's Big Story: Senior Capstone game made in Unreal Engine with a team of 13 people over 2 semesters. [More Info](#)
  - Role: Lead Game Programmer and Repository Manager
- ChillJoy: Junior game made in Unity with a team of 8 over 1 semester. [More Info](#)
  - Role: Gameplay/AI Programmer and Repository Manager
- 3D Procedural Terrain Generation: Tool made in C++ to quickly generate and export 3D terrain meshes that can be used in game development. [More Info](#)