

Samuel Bloomberg

OBJECTIVE

Co-op in the field of software engineering or game development.

WORK EXPERIENCE

Software Engineering Co-op

JUNE 2015 – DECEMBER 2015

Intuit, San Diego CA

Created content editing tools and fixed bugs in TurboTax's calculation and explanation engine using C++ along with web technologies.

Programmer/System Administrator

JULY 2013 – DECEMBER 2015

The Chunk LLC, Remote

Performed contracted work to develop both modifications to the game Minecraft and core backend systems. Work includes serverside game frameworks, load balancing systems, and games.

Teaching Assistant

AUGUST 2014 – DECEMBER 2014

Rochester Institute of Technology, Rochester NY

Assisted in teaching C# in the second of a series of introductory programming courses. Students break into groups and use Microsoft's XNA Game Studio in order to develop a game of their design during the course of the semester.

Instructor

JUNE 2014 – AUGUST 2014

iD Tech Camps, Bronxville NY

Taught game design and Java programming in the context of Minecraft. Students learned how to use Forge in order to add new gameplay elements to Minecraft through the use of Java.

EDUCATION

2013 – 2017 **Game Development**
BACHELORS OF SCIENCE
Rochester Institute of Technology, Rochester NY
Expected Fall 2018
GPA: 3.0

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SELECTED PROJECTS

- 2015 **PlayPen**
(github.com/PlayPen/playpen-core)
Server network management framework made to manage, provision, and scale large numbers of game servers across multiple physical nodes. Written in Java.
- 2015 **ImageQuery**
(github.com/redxdev/imagequery)
Simple query language designed for image manipulation, inspired by SQL and GLSL. Written in C#.
- 2015 **HvZApp**
(github.com/redxdev/hvz-app)
Android app built in C# with Xamarin which uses a REST API to communicate with HvZSite.
- 2014 **RayTracer**
(github.com/redxdev/raytracer)
Multithreaded CPU-bound raytracer with support for a simple scene description language. Written in C#
- 2014 **HvZSite** (github.com/redxdev/hvzsite)
Website built in PHP using Symfony2 for the RIT Humans vs Zombies club.
- 2013 **Dive** (github.com/redxdev/dive)
2d game engine written in C#.

SOFTWARE SKILLS

- HIGH LEVEL C#, Java, C++, PHP, Unity, Windows, Javascript
- INTERMEDIATE Linux, git, Perforce, MySQL, Unreal Engine 4, Xamarin.Android/iOS, Mercurial, Mac OSX, Symfony2, HTML, CSS, NodeJS, ANTLR, Lua
- BASIC LEVEL Python

REFERENCES

Available upon request.