Sam Arcaro

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EDUCATION

Drexel University   Philadelphia, PA
Bachelor of Applied Science in Game Design & Development, GPA **3.66**   *September 2018 – July 2023*

Mercer County Community College   West Windsor, NJ
Associates of Applied Science in Game Design & Development   *September 2015 – July 2018*

TECHNICAL SKILLS

Programming Languages: C#, C/C++, Python, HTML, CSS, JavaScript
Software: Unity3D, Unreal Engine, VS Code, Git, Perforce, Adobe Suite, Maya, Blender, Figma, Invision

EXPERIENCE

Game Developer — PXL Lab (Drexel University)   *March 2022 – August 2023*
JavaScript, HTML, CSS, XAI   *Philadelphia, PA*
- Developed several game proofs of concepts using XAI to director of PXL, leading to acceptance for prototyping phase
- Contributed to various aspects of 3 projects, including game design, programming, and bug fixing for several web browser games

Programmer Intern — The Glimpse Group   *March 2021 – September 2021*
Unity3D, Scripting, VR, Quest2, Networking, C#   *New York, NY*
- Contributed to a VR social application, including systems design, scripting, networking, and optimizing animation response times by over 70%
- Performed in 100% of high-level playtests and QA testing for iOS, AR, and VR applications

Game Developer — PXL Lab (Drexel University)   *March 2020 – September 2021*
Unity, UI/UX, 2D Design, Photoshop, Optimization, C#   *Philadelphia, PA*
- Designed UI and programmed the front end of a multiplayer RPG mobile exergame to encourage players to increase their exercising habits together to make more progress
- Iterated upon the UI based off playtest feedback to streamline UX to improve user accessibility by over 50%
- Collaborated in an agile manner with developers, designers, and researchers- participating in 100% of weekly scrums

PROJECTS

Sonic Advance X - Website   *September 2019 – Present*
- Developing a Sonic the Hedgehog fangame in Unity with over 150,000 views on YouTube, and a Discord community of over 1,600+ members
- Programmed all aspects including a 3D physics-based platforming framework, enemy AI, UI, and optimized memory usage resulting in a 200% performance boost
- Created unique move-sets for 10 characters, integrating feedback from playtests to enhance user interactivity and gameplay experience

Sprouting Spirit: Dream Duo - Website   *September 2022 – June 2023*
- Lead the development of a 3D platformer in Unity revolving around using an AI-controlled partner to navigate through fantastical dreamy environments
- Programmed various aspects of the game including physics, player controls, AI, UI, and implementing a smooth camera system
- Assisted in maintaining the Perforce repository, organizing streams, and solving merge conflicts
- 2nd place winner at Drexel University's Senior Project Showcase Gaming Category