

Samuel Arcaro

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EDUCATION

Drexel University

Bachelor of Science in Game Design & Production

July, 2023
Philadelphia, PA

- 3.66/4.0 GPA
- Member of Drexel University's Entrepreneurial Game Studio

SKILLS

Languages: C#, Python, JavaScript, HTML,

Engines & Tools: Unity, Unreal Engine, Perforce, Git, JIRA,

Softwares: Microsoft Suite, Adobe Suite, Google Suite, Blender, Autodesk Maya, 3DS Max=

Other: High-speed typing, Accuracy, Attention to detail, Remote work adaptability,

WORK EXPERIENCE

Outlier AI

Apr. 2024 - Sept. 2024

AI Writing Evaluator II (Freelancer)

Remote

- Evaluated AI-generated content for accuracy, coherence, and style, delivering detailed feedback to enhance model learning and user experience.
- Promoted to reviewer, overseeing and refining peer submissions to maintain high editorial standards.
- Created original written responses to guide AI learning, ensuring clarity, factual accuracy, and effective communication.
- Provided insights and recommendations to enhance AI-generated content across multiple projects.

Drexel University - GAIMS Center, PXL

Mar. 2022 – Aug. 2023

Software Engineer (Unity)

Philadelphia, PA

- Enhanced an AI-driven battleship game by implementing a heatmap-based feedback system, improving player strategy and AI opponent adaptability.
- Developed game prototypes exploring Explainable AI (XAI), with one selected for production: an AI-assisted racing game where players optimize performance based on algorithmic feedback.
- Collaborated with a team of eight developers, designers, and researchers to resolve technical challenges and enhance gameplay functionality.
- Documented codebases and prototypes to ensure maintainability and future development scalability.

The Glimpse Group

Mar. 2021 – Sept. 2021

Software Engineer (Unity / VR)

New York City, NY

- Designed and developed interactive mechanics for the social VR application *Foretell Reality*, allowing users to engage with each other through gesture-based minigames with visual, audio, and haptic feedback.
- Ensured functionality and performance across multiple VR platforms, including Oculus Quest and HTC Vive.
- Performed comprehensive QA testing across multiple platforms (mobile, AR, VR, desktop, web), identifying and resolving critical bugs to enhance usability.
- Led structured playtesting sessions, analyzing user feedback to refine VR interactions and improve accessibility.

Drexel University - GAIMS Center, PXL

Mar. 2020 – Sept. 2021

Software Engineer

Philadelphia, PA

- Led the development of Step Heroes, a mobile exergame, programming all front-end components and integrating them with a back-end server.
- Provided technical documentation to support future development and scalability.