

SAMANTHA ROSE SOFTWARE ENGINEER

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EMPLOYMENT

- Oct. 2019 to June 2021 **The Quantum Astrophysicists Guild** · Porting Engineer · Seattle, WA
As a porting engineer working at a small indie publisher, my role was to work with teams to help them bring their titles to more platforms and help them reach a wider audience.
- Feb. 2018 to Oct. 2019 **PopCap Games** · Software Engineer · Seattle, WA
I was a client side software engineer and much of my work centered around UI, Audio, and Metagame system implementation.
- 2013 to 2016 **BEARCOWBOY** · Owner · Seattle, WA
BEARCOWBOY was a small indie studio I co-founded in my last year of college. I worked as the lead developer and designer of the game *Charlotte Seeker*. I also handled day to day operations of the business such as PR and managing our business relationships.

PROJECTS

- Nov. 2020 to May 2021 **Overpass**
Xbox One/PS4/Switch I was the sole developer of all console versions of Overpass. Of note is the optimization work I did on Overpass, working with an artist to do poly reductions on the games assets, reducing the games memory footprint, reducing garbage generation, dynamic resolution scaling, and more.
- Apr. 2020 to Sept. 2020 **Breakpoint**
Switch I was the lead developer of the Switch version of Breakpoint. Of note is the work I did on the leaderboards and replay systems.
- Oct. 2019 to Apr. 2020 **Roundguard**
Apple Arcade (iOS, tvOS, macOS)/Xbox One/PS4/Switch I was the lead developer on the Apple Arcade version of Roundguard. I handled all technical aspects of the ports and helped design platform specific features such as the touch controls on iOS.
- Feb. 2018 to Oct. 2019 **Plants vs Zombies 3**
iOS/Android I worked on live events, metagame systems, UI, tools, FTUE, and more. I also served as the Wwise subject matter expert. I designed and implemented the Wwise integration and tool chain, empowering the audio team to work directly with art, design, and UI to implement audio in the game.
- Sept. 2013 to Nov. 2016 **Charlotte Seeker**
Xbox One/PS4 Charlotte Seeker was a top down, twin stick bullet heck. I designed and implemented systems for procedurally generating terrain, a wide variety of AI, as well as optimization and compatibility for the Xbox One and PS4. I shared the duties of design and programming with another member of BEARCOWBOY. I was also responsible for creating promotional material, working with platform holders, and talking with publishers.

EDUCATION

- 2014 **Columbia College Chicago**
B.A. Sound Design for Interactive Media