SAMUEL SCHERER

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COMPUTER SCIENCE STUDENT

EDUCATION

University of Cincinnati
College of Engineering,
Computer Science
Class of 2022
GPA: 3.495

Technical Skills

- **C++**
- **C# / Unity**
- **Python**
- Docker
- **Linux**
- **Gitlab CI**
- Unreal Engine 4 (some)
- Bash Scripting
- Google Cloud Platform (some)
- Markdown

SOFTWARE ENGINEERING EMPLOYMENT EXPERIENCE

Siemens Digital Industries Software – Software Engineer May 2022 - Current

- Wrote code to support new features in Teamcenter Classification.
- Maintained Teamcenter Classification's 20+ year legacy codebase.
- Created CPPUnit/Gtest (C++) and JUnit (Java) tests to support code changes.

Northrop Grumman – Part-time Aug. 2021 – May 2022

- Extended an automatic test framework using Python and Selenium.
- Wrote automatic tests for a web application using Python and Selenium.
- Created Gitlab CI pipelines for running tests against multiple platforms.

Northrop Grumman – Co-op *(Two Semesters)* 2021, 2020

- Created and maintained an Android Testing pipeline using Gitlab CI.
- Created an Android debugger in Python which reads Logcat output to detect system changes in a virtual Android device.
- Extended an automatic test framework using Python and Selenium.
- Developed automatic tests for a web application using Python and Selenium.

Siemens Digital Industries Software – Co-op *(Two Semesters)* 2019, 2020

- Released and maintained Teamcenter Classification AI as part of a scrum team.
- Maintained and added features to several C++ files and Bash scripts.
- Created documentation for end users and developers.

University of Cincinnati: NIST Indoor Location Project – Co-op 2018

- Joined a UC Civil Engineering professor on a research project for the National Institute of Standards and Technology.
- Created a Unity application from scratch was used as the primary UI for the project.
- Developed a tool which interfaced with Google Cloud Datastore + Storage APIs so users could download 3D models for use with the primary application.

RECENT PERSONAL PROJECTS

See more projects at **sam-scherer.com** and **swiimii.itch.io**, or see code at **github.com/swiimii**

Dualikiwi – Unity2D project *Steam Release Work-In-Progress* 2022 - 2023

- 2D Puzzle game originally created in 48 hours for the 2022 Global Game Jam.
- The player must defeat their clone that mirrors their movements.
- Currently polishing and finalizing Dualikiwi for a Steam release; estimated release in early 2024.

Spaceships VR – Unity3D + Oculus Quest 2 project 2021

- VR Puzzle game created in 24 hours for the MakeUC 2021 Hackathon.
- Players pilot a fighter spacecraft, shooting lasers at enemies and dodging projectiles.
- 3rd place Hackathon winner, out of 100 projects submitted.

Space Escape Room – Unity3D project 2021

- Multiplayer puzzle game created in 24 hours for the RevolutionUC 2021 Hackathon.
- Players work together to repair their spaceship before they run out of oxygen.
- 3rd place Hackathon winner, out of 36 projects submitted.

LEADERSHIP AND COMMUNITY INVOLVEMENT

University of Cincinnati Board Game Club 2018-2021

- Executive Board member of the UC Board Game club
- Organized and executed a 25-hour charity livestream on campus on Nov 2, 2019 with UC BGC.