

SAMUEL SCHERER

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COMPUTER SCIENCE STUDENT

EDUCATION

University of Cincinnati
College of Engineering,
Bachelor of Science Candidate
Computer Science
Class of 2022
GPA: 3.317

Computing Skills

- C++
- C# / Unity
- Python
- Linux
- Gitlab CI
- Java
- Typescript
- Google Cloud (some)
- Markdown

See project source code at <https://github.com/swiimii> or run web builds of projects at <https://swiimii.itch.io>.

NOTABLE PROJECTS

- “Save the Kiwi” – Unity3D projects** 2018/2020
- Single-player game I created in 12 hours at a hackathon.
 - The player saves a Kiwi bird from a bear with a chainsaw.
 - Revisited + remade over 3 months in 2020 for a class project.
 - Second version focused on ambiance rather than technical intensity.
- “Mission Im-Pasta-ble” – Unity2D project** 2020
- Rogue-Like social game created in 24 hours at the RevolutionUC Hackathon.
 - One player interacts with a Unity game, while spectators interact with a Web API to affect said player’s experience à la the Jackbox Party Pack.
 - **This project won awards for “Best Use of Google Cloud,” and “Third Place Overall!”**
- “Ninja Cat Adventure” – Unity2D project** 2019
- Single-player action platformer created in 24 hours at the RevolutionUC Hackathon.
 - **This project won an award for Best Design!**
- “Magical Birds – Unity2D Project** 2019
- Single-player action-adventure game made over 3 months for a Software Engineering course, alongside several other contributors.
 - Player controls “Myrd the Magical Mockingbird,” exploring 3 levels plus 1 Boss level,

EMPLOYMENT EXPERIENCE

- Northrop Grumman** 2020
Software Developer Co-op (Python, Linux, Markdown)
- Created and maintained an Android Testing pipeline using Gitlab CI.
 - Created an Android debugger for reading Logcat output to detect system changes.
 - Maintained a wiki for the above projects using Markdown.
- Siemens Digital Industries Software** 2019-2020
Software Developer Co-op (C++, Typescript, Linux command line)
- Released and maintained the Teamcenter Classification AI software alongside a scrum team.
 - Took ownership of several files, maintaining them, and adding features as instructed.
 - Created documentation for both developers and end users.
- University of Cincinnati – NIST Indoor Location Project** 2018
Programmer Co-op (Unity, Google Cloud Storage, Google Cloud Datastore)
- 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.
 - Also created a Google Cloud Datastore + Storage GUI tool so users could download large files for use with said Unity application.

LEADERSHIP AND INVOLVEMENT

- University of Cincinnati Clubs and Activities, Cincinnati, OH 2017 - Current
- Executive Board member of the university’s (Video) Game Development, and Board Game clubs
 - Organized and executed a 25-hour charity livestream on campus on Nov 2, 2019 alongside UC BGC.
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