



# Samuel Sintz

## Experience

### Software Engineer Intern

Zynga

May 2017 - Aug 2017

- Worked to develop technology to detect bots for Zynga Poker
- Held Architecture reviews and participated in frequent Code Reviews
- Worked on the Unity client and PHP backend

### Student Assistant

USC

Jan 2017 - Present

- Collaborate with 3 professors to mentor 15+ small teams of students through a semester-long game development cycle
- Mentor students in Unity development focusing on best practices
- Perform administrative duties such as managing the Perforce depot and class communication for CTIN 484/489 - Intermediate Game Development

### Course Producer

USC

Aug 2016 - May 2017

- Responsible for teaching labs, holding office hours, grading assignments, and assisting the professor as needed for CSCI 201 - Principles of Software Development
- Skills taught include Java programming, networking, multithreading, JDBC, and SQL

### TA

CS@SC

Jul 2016 - Aug 2016

- Taught and developed a curriculum for teaching introductory computer science to 4th-10th-grade students
- Languages taught include Java, Python, and Scratch

## Skills

**Languages:** C#, Java, C++, PHP, HLSL

**Software:** Unity, Maya, Visual Studio, Xcode, Eclipse

**Version Control:** Perforce, Git

## Education

### University of Southern California

B.S. Computer Science (Games)

2014 - Present

- Alpha Lambda Delta Scholar
- NSCS Scholar

### The Waterford School

2010 - 2014

- Graduated Cum Laude
- Student Body Vice President
- Outdoor Club President

## Projects

### Way of the Wolf

- Led a 15+ person team using Agile development strategies.
- Collaborated with every discipline to ensure that the game had a consistent feel, quality, and design.
- Acted as creative director and VFX engineer.

### Second Nature

- Worked as a VFX and network engineer on a USC advanced games project.
- I wrote custom shaders, and managed storing metrics through AWS.

### The Darkest Dawn

- A cooperative, networked, endless zombie game build with C# and Unity 3D for CTIN 484/489

### ShapeHunter

- An AI heavy 3D game built with Unreal Engine and C++

### T'arr'r'a Wars

- A 3D networked multiplayer strategy game about manipulating the environment around you
- Developed with Unity 3D, C#, and Java
- Utilized multithreading, JDBC, and SQL

## Contact

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