

SAMUEL D. SILVERMAN

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VR / AR SOFTWARE DEVELOPMENT | GAMEPLAY DEVELOPMENT | UX DESIGN

Software Developer and Engineer with strong experience creating gaming and educational software titles, with a specialty in programming gameplay features and design that produce excellent user experiences.

Supports cross-functional software design and engineering teams to develop engaging software products on Oculus and Vive platforms. Skilled in all areas of the software development lifecycle (SDLC), including requirements gathering, system specification, software configuration, programming, testing, and release processes. Engages and manages strong professional relationships with diverse users and customers, working to align VR software engineering efforts to unique business and personal needs. Currently seeking interactive digital development roles focused on educational or entertainment software titles.

PROFESSIONAL ACHIEVEMENTS

- Developed VR software for the Space Telescope Science Institute, performing software coding, software engine migration, and cross-functional collaboration with design and development teams to deliver *WebbVR*, a simulated space education experience to educate users on the findings of NASA's James Webb Telescope.
- Assisted all aspects of developing and delivering VR software, conducting project management, UX / UI design, localization, optimization, and accessibility to ensure excellent VR software functionality that provides excellent user experiences on Oculus and Vive VR headset platforms.
- Supported the development of *STAR App*, an AR project created to showcase and educate users on various space telescopes such as Hubble Telescope, James Webb Space Telescope, and W-First Telescope; developed the AR app for Android and IOS mobile platforms and ported the title to the Google Play Store and Apple Store.
- Worked as a software tester and gameplay developer on multiple video game releases, including performing software QA on Bethesda's *Elder Scrolls: Legends* and *Wolfenstein: New Colossus*, and conducting gameplay programming for *Absinth*, a mystery-horror game by blackHound Studios.
- Created a networked multiplayer PC video game titled *Demolition Force*; developed networking capabilities, including a playing lobby, four-player match connectivity, a respawn system, five levels of deathmatch play, four classes of vehicle avatars, vehicle gameplay driving mechanics, and enemy vehicle movement AI.

SKILLS & EXPERTISE

SOFTWARE DEVELOPMENT EXPERTISE: VR / AR Software Development, Software Engineering, Software Quality Assurance (QA), Software Development Lifecycle (SDLC), UX / UI Design, Gameplay Engineering, Level Design, Localization, Accessibility, Optimization, Project Management

SOFTWARE ENGINEERING / DEVELOPMENT / DESIGN: Unity3D, U-Net API, Visual Studio, Audacity, OBS, JIRA, Photoshop

HARDWARE: Oculus Quest / Quest 2, Oculus Rift S, Google Cardboard, Vive, PC, Ipad, Iphone, Android, Macbook

PROFESSIONAL EXPERIENCE

Applied Materials (AMAT) - **Unity3D Software Engineer / VR Simulation Specialist (2023 - 2025)**

- Contribute to the development of in-house VR applications to provide simulated educational training to supplement and support technicians performance to help companies mitigate cost and expedite product development.
- Expand VR/AR technical training applications by implementing new features, updates, fixes. Enhance components of UI, Audio management, and content tools.
- Collaborate with a multidisciplinary team of engineers, technicians, designers, and teachers to create VR Technician training software requirements for software code, XR interaction, XR usability , bug tracking, and optimization.
- Working to deliver VR application modules on a quarterly basis to expand the library of technical trainings.

SPACE TELESCOPE SCIENCE INSTITUTE (STSCI) - **Unity3D Software Engineer / Astro-Visualist (2019 - 2024)**

- Coordinate the migration of *WebbVR* from a legacy version of Unity3D to a new version, ensuring the seamless transition to a new software engine.
- Expand *WebbVR* functionality and features, including creating new levels, features, and modules in alignment with the science educational goals of the product.
- Collaborate with a multidisciplinary team of educators, designers, artists, and astronomy scientists to define *WebbVR* software requirements for software code, scalability and sustainability, bug tracking, project management, VR UX / UI design, localization, accessibility, audio integration, QA, design, and optimization.
- Deliver several major releases of *WebbVR* through the Steam Store and Viveport, including coordinating with writers to develop promotional posts.
- Showcase *WebbVR* at various events to create opportunities for students to experience the product.

DAVINCE SCHOOL OF ENGINEERING

Game Design & Coding Instructor (2017 - 2019)

- Taught basic gaming software engineering concepts and designs, working closely with students, instructors, and program directors to manage and ensure a balanced, safe classroom environment.
- Served as an instructor in charge of developing and teaching a course designed for middle school students to learn coding for game development and robotic projects; created lesson plans, coached students, and developed a creative gaming system while encouraging participation and learning.

BETHESDA SOFTWAREWORKS

Software QA Tester / Internship Position (2017 - 2017)

- Worked closely with software engineering and QA teams to test and validate multiple video game titles, including *Elder Scrolls: Legends* and *Wolfenstein: New Colossus*.
- Tested several games in the pre-production phase of development, successfully identifying and documenting issues related to stability and functionality, providing action items to achieve QA software standards.

UNIVERSITIES AT SHADY GROVE

Programming Tutor (2016 - 2018)

- Tutored fellow college students in practices for code-related issues in classroom assignments and other coding projects, helping students gain a strong understanding of basic logic, C# coding syntax, and Unity Engine API.

EDUCATION

Bachelor of Science, Simulation, Specializing in Application Development Engines & Design Platforms

Graduated Cum Laude

THE UNIVERSITY OF BALTIMORE