Samuel Bloomberg

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Work Experience

Software Engineering Intern
May 2016 – August 2016, May 2017 – August 2017

Microsoft, Redmond WA

(2016) Implemented features in Windows Server Storage Replica drivers and the Windows management interface.
(2017) Worked on databases and web services on the Azure Stack team.

Systems Administrator
January 2016 – Present

Wynncraft, Remote

Currently manages minecraft servers running on upwards of 20 dedicated nodes with over 1500 players active at a time. Implemented a load balancing system which allows the network to dynamically scale servers as required.

Software Engineering Co-op
June 2015 – December 2015

Intuit, San Diego CA

Created content editing tools and fixed bugs in TurboTax's calculation and explanation engine using C++ along with web technologies.

Programmer/System Administrator
July 2013 – December 2015

The Chunk LLC, Remote

Performed contracted work to develop both modifications to the game Minecraft and core backend systems. Work includes serverside game frameworks, load balancing systems, and games.

Teaching Assistant
August 2014 – December 2014

Rochester Institute of Technology, Rochester NY

Assisted in teaching C# in the second of a series of introductory programming courses. Students break into groups and use Microsoft's XNA Game Studio in order to develop a game of their design during the course of the semester.

Education

2013 – 2017 **Game Development**
Bachelors of Science
Rochester Institute of Technology, Rochester NY
Expected Fall 2017

Selected Projects

2016 **imquery (github.com/redxdev/imquery)**
Scripting language focused on image manipulation. Written in C++ and ANTLR.

2016 **ECS (github.com/redxdev/ECS)**
Header-only C++ entity-component-system library.

2016 **Wake (github.com/redxdev/wake)**
Work-in-progress cross-platform OpenGL game engine. Written in C++ with Lua scripting.

2016 **glitchRun.exe (github.com/MSJK)**
Endless runner with challenges created by other players triggering "glitches" with their phones. Written using Unity with NodeJS for the web component.

2016 **HvZSite (github.com/redxdev/hvzsite)**
Website built in NodeJS with Sails.js and Ember to manage 800+ person Humans vs Zombie games at RIT (see hvz.rit.edu)

2015 **PlayPen (github.com/PlayPen/playpen-core)**
Server network management framework made to manage, provision, and scale large numbers of game servers across multiple physical nodes. Written in Java.

2014 **RayTracer (github.com/redxdev/raytracer)**
Multithreaded CPU-bound raytracer with support for a simple scene description language. Written in C#

Software Skills

High level	C#, Java, C++, PHP, Windows, Javascript
Intermediate	Linux, git, Perforce, MySQL, Unreal Engine 4, Unity, Mercurial, Mac OSX, HTML/CSS, Lua
Basic level	Python

References

Available upon request.