

# Samuel Bloomberg

## WORK EXPERIENCE

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### Software Engineer

MARCH 2018 – PRESENT

Microsoft Studios Quality / 343 Industries, Redmond WA

Working on automation and testing tools for games at 343 Industries.

### 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

Wynnecraft, 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.

### 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

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2013 – 2017 **Game Development**

BACHELORS OF SCIENCE  
*Rochester Institute of Technology*  
Rochester NY

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Redmond, WA 98052

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## SELECTED PROJECTS

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

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

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

2016 **glitchRun.exe** ([github.com/MSJK](https://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](https://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](https://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](https://github.com/redxdev/raytracer))  
*Multithreaded CPU-bound raytracer with support for a simple scene description language. Written in C#*

## SOFTWARE SKILLS

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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

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Available upon request.