

Sam Hansen

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Gameplay Programmer

elerosvecchio.dev/portfolio
github.com/ElerosVecchio

Selected Game Projects

Project Ether

Apr 2023 — Sept 2023

Lead Programmer, AI System, System Administrator

- Used **Unreal Behavior Trees and Blueprints** to implement Guard AI
- **Perforce** server hosting and administration
- Created **AI Patrol Path editor tools** which sped up level design iteration **300%**
- Used **Airtable** to manage programming team of 3 in **Scrum** framework
- 3D action stealth game with diverse characters and developers

Lambda Squadron

January 2024 — Present

Gameplay Programming, Design — Solo Project

- **Implemented Physics-based plane controller** with lift, drag, and G-forces
- Wrote **design document during pre-production** to **mitigate redesigns** and create an **efficient timeline**
- **Accessible design** with multiple font options and user-changeable colors
- Inheritance and component design for different entity types
- 3D aerial combat game with a queer narrative, created in Godot

Curve Pong — Ludum Dare 51

Sept 2022 — Oct 2022

Programming, UI/UX, SFX

- **Create event system and goal object scripts using C#**
- Integrated team members' scripts into a complete game system using events
- **Designed, implemented, and styled** HUD and menus
- Created in 72 hours with 3 team members
- Pong with updated visuals and extra mechanics created for Ludum Dare

Slingshot and Fling

Oct 2022 — Nov 2022

UI Programming

- **Menu design and implementation in Unity**
- Communicated and collaborated with team of 13 people in 5 departments
- Used **Git and Trello** for effective production and task tracking
- Top down 3D action game using magnet physics

Activities

Video Game Development Club — Programming Officer

Spring 2023 — Spring 2024

Teach programming topics such as optimization, architecture fundamentals, and tools such as Unity and Godot. Mentor club game projects and organize club events.

Cybersecurity Club

President

Vice President

Secretary

Fall 2021 — Spring 2024

Spring 2023 — Winter 2024

Fall 2022 — Spring 2023

Fall 2021 — Spring 2022

Host workshops to teach cybersecurity skills such as network analysis and web exploitation. Host competition environments for over 50 members. Organize and delegate tasks to board members. Facilitate collaborations between university organizations.

Gaming for Impaired Players — Undergrad Research

Fall 2021 — Spring 2024

Develop and test novel devices for interacting with digital environments. Research use cases for impaired players and fine motor skill training.

Education

University of California Irvine, Bachelors in Computer Science
Computer networks specialization in the Computer Science program

September 2020 — June 2024

Skills

Programming

C++, C#, C, Java, GDScript, Python, Lua, Unreal Blueprints

Tools & Software

Unreal Engine, Unity, Godot Engine, Perforce, Git, Airtable, Trello, Visual Studio