

# Sam Bushman

(419)-308-1355 • sbushman@gmail.com

940 Second Street  
SSU Student Housing  
Portsmouth, OH 45662

220 Bierley Avenue  
P.O. Box 237  
Pemberville, OH 43450

## Career Objectives

---

To obtain a computer programming job in a progressive organization that offers opportunities for growth and advancement.

## Technical Skills

---

- Proficient with Java, C#, C/C++, Python, GLSL, HTML/CSS, ARM7 assembly, and 68K assembly.
- Experienced with OGRE rendering engine, OpenGL, ODE physics library, Phasespace Motion Capture C API, and UDP/TCP network programming.
- Written software for PC, Game Boy Advance, Atari Jaguar, and Xbox 360 XNA platforms.
- Familiar with working in Win32 or Linux development environment.

## Work/Project Experience

---

**Shawnee State University – Atari Jaguar Homebrew Independent Study** **Portsmouth, OH**  
Programmer January 2011 – Present

- Acquired official Atari Jaguar documentation and teaching self how to write games on the platform.

**Shawnee State University – Phasespace Motion Capture API** **Portsmouth, OH**  
Co-Programmer August 2010 – Present

- Co-write C++ abstraction layer to re-purpose Phasespace Motion Capture system for realtime simulation input.
- Rewrote rigid body creation/destruction functionality to overcome undocumented bug in existing API.

**War! In Space, an Independent Game** **Pemberville, OH**  
Lead Programmer June 2010 – Present

- Self taught C# and XNA 3.1 platform, designing 2D game engine, managing 2 person remote team.

**Shawnee State University - Senior Project** **Portsmouth, OH**  
Project Lead August 2009 – May 2010

- Designed team structure, developed documentation standard and reStructuredText documentation tool.
- Won best student booth at Shawnee 7.0 conference.

## Activities/Volunteer Work

---

**International Game Developers Association student member since 2008**  
**Game Developers Conference** **San Fransisco, CA**  
Conference Associate Volunteer 2009 - 2011

- Assist conference attendees, badge attendees, and run errands for conference staff.

## Degree Information/Current Education

---

**Shawnee State University** **Portsmouth, OH**  
Simulation and Game Engineering Technology - Bachelors of Science May 2011