






Samantha Heckle

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EDUCATION

Rochester Institute of Technology | Bachelor of Science in Game Design and Development

Minor in Political Science

Expected December 2018

EXPERIENCE

Microsoft | Software Engineering Intern

Currently working on the Cortana Runtime team as a developer for first party skills. Using the proprietary platform to implement cancellations in selection-based models. *C#, Visual Studio.*
Summer 2018

Microsoft | Explorer Intern

Lead the effort on creating a child-centric Choose Your Own Adventure Game and assisted in the creation of additional third-party skills about education and bedtime stories. Developed and scoped the project and then carried out the implementation. *C#, JavaScript, Node.js*
Summer 2017

PROJECTS

Procedurally Generated Trees

Simulator that procedurally generates a tree based on the size of the canopy using the space colonization algorithm. *JavaScript, Three.js*
May 2018

Listen, Please

Programmed a text-based game for Resist Jam 2017 on a team of four. Primarily developed scripts to generate text that promoted interesting user interaction in each scene. *C#, Unity*
March 2017

Trump or Not

Game that takes tweets from Donald Trump's timeline and #MAGA to make a player guess if Trump said it, or not. *Python, Flask, Twitter API*
May 2016

SKILLS

Proficient:

C#

JavaScript

HTML / CSS

C++

Git

Unity

Familiar:

Python

D3.js

EXTRACURRICULARS

Interactive Games and Media | Ambassador

Represent the IGM department at various events, such as open houses.

Photo House | Member, Treasurer previous

Maintained financial records along with mentoring younger students in photography.

Computer Science House | Member

Mentoring computing students and collaborate with technically minded people.