

Samuel Arminana

Game Systems and UI Developer

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Summary

Accomplished software engineer with a proven track record of delivering production ready, gameplay and UI implementations across mobile, web, PC, and console platforms. Proficient in Unity and C#, training in C++, Java, and JS, with a deep understanding of game development pipelines and software engineering principles. Driven to embrace challenges and thrive in a collaborative team that fosters growth and shares a passion for their craft.

Experience

Boddle Learning | Senior Unity Game Developer

Apr '21 – Dec '24

A 3D educational experience revolutionizing learning for 250,000+ classrooms across the U.S., engaging tens of millions of young learners. Offering educators real-time insights into student progression.

- Lead the transition of early architecture, reducing game soft locks, and boosting user engagement as the game scaled exponentially from 50K lifetime users to 2M+ monthly active users over 3 years.
- Delivered high-quality builds during company transitions, preserving user growth and development efficiency.
- Managed development on core systems, significantly boosting development output as goals scaled.
- Led the launch to the Google Play Store and engaged with App Stores to ensure consistent review times.
- Cultivated sustainable strategic relationships with vendors to drive collaboration and operational efficiency.
- Collaborated cross-functionally to implement core game features, and LMS and third-party native integrations.

The Tribe | Development Lead

Aug '19 – Mar '21

A community-driven team creating LoK: Rebirth, an A-RPG-21+ combining story-driven gameplay, emergent systems, and rich character interactions. Emphasizing complex branching narratives and meaningful player input.

- Assisted in managing the community with over 17k discord members and 1.5k Patreon subscribers.
- Designed a time-based dialogue editor with visual scripting capabilities, inspired by Witcher 2's editor.
- Created game management tools to drive project organization, establish pipelines, and power content delivery.
- Built system to maintain structure for hundreds of levels in various regions that flow in self-contained sections.
- Managed engineering and created documentation of our backend, launcher, and game in Confluence.

EA Sports Tiburon | Systems Software Engineer Intern

May '19 – Aug '19

Contributed to the development of Madden 20 as a freshman intern. Worked alongside industry veterans from the S.H.I.E.L.D team that operated dev-ops and automation across the game, to ensure stability during development.

- Developed a maintainable Slack bot, Jarvis, to enhance communication and integrate with internal tools.
- Facilitated smoother development cycles by addressing inefficiencies in cross-functional workflows.
- Implemented automated testing in C++ for gameplay features, ensuring reliable user-input interactions.
- Met with management to set actionable result-based goals to ensure a productive experience.

Rabid Raccoon Studios | Game Programmer

Dec '17 – Aug '18

My first professional experience at the SWFL-based game development contract studio founded by British game-producer veteran Stewart Green. Specializing in fulfilling development contracts for publishers on consoles and PC.

- Developed and optimized gameplay mechanics for 2 Nintendo Switch projects, successfully migrating major systems to the platform within two weeks, ensuring seamless integration with console-specific requirements.
- Developed user interface systems and core state architecture, enabling gameplay mechanics that support user customization, special game modes, and immersive interactions through high-quality visual and audio feedback.
- Wrote Nintendo Joycon golf club simulation utilizing gyroscope and accelerometer technology.

Education

University of Central Florida, BS Computer Science

Aug '18 – May '21

Activities and societies: ACM, Hack@UCF, Knight Hacks, Game Dev Knights, Dean's List Summer 2020

- Delivered an IoT React Native mobile app for a Mozilla Sponsored Capstone project for graduate research study.
- Acted as Unity Ambassador from 2019 to 2021, collaborating with clubs to sponsor workshops and game-jams.
- Participated in Capital One's Software Engineering Summit Jan 2020, a 4-day curated fin-tech experience.
- Mentored GDK Club students in 2022-2024, sharing professional experiences and building upon school projects.

Florida SouthWestern State College, AA Arts

Aug '16 – May '18

Activities and societies: Dean's List Fall 2016, Fall 2017

- Dual Enrollment Full-time Student, completing classes in-person and graduated High school with degree.
- A highlight of my experience was CNT1000 which furthered my interests in networking and hardware.

Projects

Teranova | Web and Mobile Game

Mar '21

A real-time wave-based resource managing strategy game. Created originally in a GDK game jam with 3 other students, and continued for 3 weeks before getting featured in the SGDA Student Games Showcase in 2021.

- Integrated Game Jolt social features API for publishing to Web, Mobile, and Desktop.
- Built and trained team in core systems and collaborated for maximum development output.

Fraction Chef | Development Contract, Legends of Learning

Jan '20 – Mar '20

An educational math game for 5th graders teaching Fraction Multiplication Patterns as head chefs in their own restaurant. Sourced and completed the development contract successfully for production use in the platform.

- Integrated proprietary SDKs, optimized performance, and ensured strict adherence to platform requirements.

Filebase | Development Contract, gamedev:hq

Aug '19

A Unity Extension integrating a proprietary asset store, into Unity, as an editor window. Enabling pro-subscribers to download and manage their assets through a rich responsive interface. Completed the contract over 4 months.

- Built maintainable obfuscated C# DLL project that implements propriety with management features.
- Created a crash handler and logging system to report errors, leading to actionable fixes in Beta & Prod releases.

Cave Brawlers | Steam Standalone

Apr '16 – Mar '18

A 2D pixel action-adventure story game. Follow a knight tasked by his king with rescuing the Kingdom's villagers taken hostage by Cave Dwellers after a siege. Originating from my submission to Ludum Dare 29 Jam in April 2014.

- Created and implemented all game/narrative mechanics, such as dialogue, interactive cutscenes, combat, etc.
- Self-published and developed for Steam with native integrations like Achievements and Cloud Saving.

View more on my portfolio - samuelarminana.com

Skills

- Languages: Advanced – C#, Java Intermediate – C/C++, JS, PHP Beginner – Go, Python, Erlang
- Game Development: Unity (8+ years), UI/UX, Systems, Tools, Networking, AI, Audio, Localization, Prototyping, AR, Animations, CPU/GPU/Memory Optimization, Maya/Photoshop/Premiere.
- Technologies: Cloud Services (Azure, AWS, Digital Ocean), Backend Systems (Playfab, Firebase, HTTP/S), Real-time Networking (UNet HLAPI, Photon, TCP/UDP), CI/CD (Jenkins, TeamCity).
- Related: Databases (NoSQL, Mongo), Automated/Unit Testing (Selenium, NUnit), RESTful Web API's, MVC, Entity Framework, .NET Software Development, Mentorship, Technical Writing, Project/Contract Management.