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# Sam Pike - Network and Gameplay Engineer

Milwaukee, WI

(414) 748-1113

[www.sam-pike.com](http://www.sam-pike.com)

[sam17pike@gmail.com](mailto:sam17pike@gmail.com)

## SKILLS

- Unity
- Unreal
- C#
- C++
- GLSL + HLSL Shaders
- FMOD Studio
- Steamworks integration
- Git + Perforce
- Azure Suite

## EXPERIENCE

### Spiked Games

Network/Gameplay Engineer • Dec 2021 - Present

- Lead a small team in building “Cult of Personality” a multiplayer social deception game in Unity
- Developed an in-house networking architecture based on command frames with server authority and client prediction
- Implemented hierarchical state machines for actor behavior, with client state rollback
- Integrated native proximity/room based voice and text chat, using Dissonance Voip and FMOD Studio
- Designed a 2D ambient occlusion shader system in HLSL to project pixel shadows and prevent overlap

### Quad Graphics

Software Developer • July 2020 - Dec 2021

- Worked with a small team developing and maintaining web services, RESTful APIs, and databases for print graphics

## EDUCATION

### University of Wisconsin-Milwaukee - May 2021

Computer Science BA • May 2021

Film Minor - Experienced with non-linear editors and the Adobe suite

Teaching Assistant - Designed classwork and assignments for 200 level OOP and data structures course

*References available upon request*