

Sam Von Ehren

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Work Experience

Game Designer, The New York Times, New York, NY (Summer 2016-Present)

- Helped develop process for prototyping new games
- Prototyped and playtested 11 different games over the summer
- Helped lead user research and synthesis

Software Developer, Applied Invention, Boston, MA (Spring 2014-Summer 2015)

- Worked on entire pipeline from back end to server to front end
- Worked with version control on a team of developers

Co-Founder & Developer CalamitySoft, Newport Beach, CA (Summer 2010-Present)

- Create specifications and business plans for games and software
- Implement and debug various software projects

Quality Assurance Tester, Atlus USA Inc., Irvine, CA (2006-2010)

- Performed software testing and assisted in game localization
- Wrote and developed guides for journalists and software testers
- Produced promotional materials for media advertisements and packaging

Notable Projects

Paint Walker, The Metropolitan Museum of Art, New York, NY (Spring 2016)

- A digital experience about walking on and exploring a 3D scan of a painting

Milk and Cookies, New York University, New York, NY (Spring 2016)

- An escape the room VR experience involving scale, based on Alice in Wonderland

Curtain Call, Viacom VR Fellowship, New York, NY (Summer 2016)

- An interactive murder mystery created for the HTC Vive

Education

New York University, New York, New York, USA

Master of Fine Arts, Anticipated Completion May 2017

Major: Game Design

Wheaton College, Norton, MA, USA

Bachelor of Arts, May 2010

Major: Computer Science

Skills

Computing Skills:

Programming Languages: C#, JavaScript, Python, C/C++, OpenGL, CSS, Objective-C

Systems/Applications: Unity, Git, Maya, Adobe Creative Suite, Blender, Test Track Pro, Mantis