

Creative Software Engineer :: Claire Samuels

Artful algorithms, algorithmic art

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Skills

Languages: Javascript (ES5 & ES6), GLSL, Ruby, C++, PHP, HTML5, CSS3/SASS/LESS

Frameworks & APIs: Rails, React.js/Native, Angular.js, Node.js, WebGL, Canvas, Jasmine

Methodologies: OOP, TDD, MVC architecture, REST APIs, asynchronous patterns

Build Tools: Gulp, Git, GitHub, Bitbucket, JIRA, Vagrant, npm, Webpack

Software: Adobe Creative Suite, Microsoft Office

Awards/Certifications

AT&T Hackathon (6/25/16): Second place

JLPT (Japanese Language Proficiency Test): Certificate of business-level fluency

Projects

[Sherlock on Watson:](#) Track missing persons using your phone and IBM Watson visual recognition technology

Team project; I wrote the code for image capture, processing, and consuming Watson's visual recognition API.

- Second-place winner at the AT&T Hackathon in June 2016

[2D Game Framework:](#) Framework for an original adventure game

Solo project; scratch-written in vanilla JS with no third-party engines, frameworks, or libraries (art by me as well).

- Full sprite animation with dynamic lighting using normal mapping and Phong shading
- Touch and keyboard controls for desktop and mobile

[Walkabout:](#) iPhone app using GPS to narrate fun facts about your surroundings

Team project; I wrote the control logic to provide the most seamless, it-just-works experience to the user.

- Written in React Native

[Pokémon Platinum official guidebook:](#) Official guidebook to Pokémon Platinum

Best-selling Pokémon game guidebook. The largest of many I translated from the original Japanese as a contractor for The Pokémon Company. (Most are uncredited works.)

- In-depth documentation of features and strategies
- 624 pages

Employment

Freelance, NYC (July 2016 to December 2016)

Front-end Developer

- Translated mockups into responsive, pixel-perfect websites with wide cross-browser compatibility for agencies including Shift Lab and The Bloc. Followed Atomic principles to create robust and reusable front-end code.

Freelance, NYC (2005 to 2015)

Japanese > English Translator

- Combining my knowledge of Japanese and scripting, created an automation-aided pipeline that massively accelerated translation of "problem" manuscripts for The Pokémon Company and others.

Central Park Media, NYC (June 2001 to July 2002)

DVD Technician

- Developed procedure to create custom graphic subtitles for DVDs, expanding styling capabilities beyond what the platform ordinarily supports. Helped develop new DVD quality assurance procedures.

Education

Dev Bootcamp 2016

School of Visual Arts 2008, BFA Traditional Animation

Brandeis University 2000-2003

Stuyvesant High School 2000