

Claire Samuels - Senior Game Engineer

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SUMMARY

Senior game engineer with 7+ years of experience developing and owning core gameplay systems for large-scale, multiplayer, and live service-based games. Skilled in building engaging player-facing features, ensuring high performance across devices, and collaborating closely with designers, artists, and engineers to ship polished, scalable content.

SKILLS

Unity, C#, HTML5/JavaScript, live ops, server-authoritative multiplayer networking, performance profiling and optimization, physics simulation, OpenGL and shader graphics programming (GLSL, HLSL, ShaderLab), rendering, tooling, multithreading, OOP, algorithms, data structures, 3D math, Git, Jenkins, NPM

EMPLOYMENT

Jam City, remote, Senior Software Engineer—*May 2023 to August 2024*

- Rebuilt and modernized core engine systems for “Cookie Jam,” a large-scale live ops game, removing legacy tech debt and enabling scalable, data-driven gameplay.
- Designed deterministic gameplay architecture with stable, well-documented APIs.
- Partnered closely with design and product to translate high-level requirements into scalable technical solutions.
- Applied profiling and optimization techniques (CPU, GPU, memory) to maintain smooth performance across low- and high-end devices.

BigBox VR (part of Meta Reality Labs), remote, Software Engineer—*March 2022 to February 2023*

- Engineered performance-critical gameplay systems for “Population: One,” a flagship Meta VR title.
- Optimized live multiplayer networking systems, boosting server performance by 120%.
- Enhanced custom multi-threaded physics systems to improve performance and collision accuracy.
- Investigated rendering and gameplay performance issues, applying GPU/CPU profiling techniques to reduce frame hitches on low-end hardware.

Playdots (part of Take-Two Interactive), NYC, Software Engineer—*September 2020 to December 2021*

- Led engineering of new interaction mechanics for TwoDots (multi-million DAU title), owning development end-to-end.
- Refactored legacy systems for maintainability, reliability, and rapid iteration on live content.
- Mentored junior engineers, raised engineering standards, and contributed to long-term technical direction.

Paramount Skydance, NYC, Software Engineer—*June 2017 to September 2020*

- Built XR games, interactive prototypes, and engineering tools for Nickelodeon and Noggin, emphasizing physics simulation, rendering, and performance.
- Developed build tools, SDK components, and pipelines supporting internal and external developers.
- Prototyped applications for Roku and Apple TV, providing early technical feasibility and architectural guidance.

EDUCATION

School of Visual Arts, BFA Traditional Animation

PROJECTS & ADDITIONAL EXPERIENCE

- **Original JavaScript game engine** – Systems, rendering, and architecture (<http://www.clairemation.com>)
- **Wikimedia Game Jam: Best Game Engine** – Browser-based Wikipedia crawler roguelike using vanilla JS and the Wikimedia API
- Strong background in visual arts and animation