

Claire Samuels - Senior Software Engineer Specializing in Game Development

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SUMMARY

Passionate game engineer with over 7 years of experience in Unity/C# and more. Proven track record in optimizing performance, increasing engagement, and leaving codebases more robust and maintainable than I found them. Cross-disciplinary background in both technical skills and visual arts. Strong communication and collaboration with both engineers and non-technical stakeholders.

SKILLS

Unity/C# • HTML5/JavaScript • OpenGL and shader graphics programming • Design patterns, data structures, algorithms • 3D mathematics (linear algebra, physics) • Performance profiling and optimization • Git • Jenkins • shell scripting • NPM

EMPLOYMENT

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

- Architected and improved gameplay systems in the Cookie Jam franchise in Unity/C#, enhancing gameplay experience and engineering maintainability.
- Created an asynchronous job framework that runs allocation-free, improving performance and reliability for automated testing and error tracking.

BigBoxVR (part of Meta Reality Labs), remote, Software Engineer—*Mar. 2022 to Feb. 2023*

- Optimized custom multi-threaded physics system and live multiplayer systems using the Mirror networking framework, stabilizing client framerate and boosting server tickrate by 120%.
- Enhanced game performance and user experience by addressing critical issues and implementing efficient solutions, improving overall gameplay quality.

Playdots (part of Take-Two Interactive), NYC, Software Engineer—*Sep. 2020 to Dec. 2021*

- Engineered Unity/C# gameplay systems for TwoDots, a multimillion-player mobile puzzle game, enhancing user engagement and retention and reducing future development time.
- Collaborated with designers to ensure perfect implementation of gameplay features, while minimizing bugs and technical debt.

Paramount Global, NYC, Software Engineer—*Jun. 2017 to Sep. 2020*

- Programmed AR games and prototypes in Unity/C# for Nickelodeon and Noggin/Nick. Jr.
- Prototyped Roku and AppleTV apps using Swift and BrightScript for Noggin and Paramount+.
- Maintained and improved Nickelodeon Web game platform HTML5/JavaScript build tools and SDKs. Supported and engineered solutions for third-party developers for the platform.

EDUCATION

School of Visual Arts, BFA Traditional Animation

OPEN SOURCE

EASTCONN rider app, *Aug. 2025 to present* - Contributed engineering to a React/MongoDB/Twilio ride coordination app, improving transportation accessibility for elderly, disabled, and indigent riders in rural communities.

OTHER SKILLS

- Hand-drawn animation, traditional and digital illustration
- Japanese language business-level fluency (JLPT Level 2 certification)