

Software Developer

Samuel Styles

Passionate software developer focused on innovation and efficient solutions

✉ samuel.styles93@gmail.com

🌐 github.com/SStyles93

🌐 [linkedin/samuel-styles](https://www.linkedin.com/in/samuel-styles)

🌐 sstyles93.github.io

SKILLS

BUSINESS SKILLS

Application Design Innovation User Experience Digital Marketing

TECHNICAL SKILLS

C++ C# .Net Python x86_64 ASM SIMD GitHub GitLab Perforce CI CD
Visual Studio MS Office Unity Unreal Engine OpenGL GLSL HLSL ShaderLab
Shader Graph UE Material System MDX TypeScript JavaScript Typst Astro HTML
CSS Ruby

METHODOLOGICAL SKILLS

Agile Scrum Design Thinking Trello Miro

LINGUISTIC SKILLS

French (Native) English (Native) Italian (B1) German (basic knowledge)

SOFT SKILLS

Empathy Communication Creativity Open-mindedness Patience

DIPLOMAS & CERTIFICATIONS

Bachelor's Degree (First Hon.)

SAE-Institute, Geneva, Switzerland

07/2024

CFC of Mechatronics

EPSIC, Lausanne, Switzerland

07/2019

WORK EXPERIENCE

Head of Programming

Styles Studio, Lausanne, Switzerland

01/2022 - 07/2024

- In early 2022, co-founded Styles Studio SàRL to secure various contracts
- Assumed the role of Head of Programming, overseeing all associated responsibilities
- Handled server and tool setup, code review, and technical problem resolution
- Focused on continual improvement of the development pipeline

Producer

SAE-Institute, Geneva, Switzerland

10/2023 - 10/2024

- Assumed the role of a producer for two specialized projects during my third year at SAE Institute Geneva
- Managed the entire production cycle, gaining in-depth knowledge of Unreal Engine
- Organized project schedules, defined key milestones, and ensured adherence to timelines to meet deadlines
- Facilitated communication and collaboration among game programmers, artists, and audio engineers to maintain a cohesive project vision and ensure successful execution

Teacher and Speaker

Swiss Game Academy, HEIA Fribourg, Switzerland

07/2023 - 07/2024

- Teaching game development and guiding students during a week of camp (approx. 50 students)
- Giving public speeches
- Following groups and their projects until accomplishment
- Guiding students to help them fulfill a project in less than one week

EDUCATION

Bachelor's Degree - Game Programming

SAE-Institute, Geneva, Switzerland

10/2021 - 07/2024

- Game creation (Unity, Unreal, C++, C#, Python)
- Physics Programming
- Networking (IPv4-6, TCP/UDP, Wireshark, nmap)
- Optimization (Algorithms, Data structures)
- Graphics Programming (GLSL, HLSL, Divers nodal systems)
- Source control (Git, Perforce)
- Production (SCRUM methodology, Trello, Miro)
- Web Development (HTML, CSS, SQL)
- Video compositing (Adode After Effect)

Federal Capacity Certification (CFC) - Mechatronics

EPSIC, Lausanne, Switzerland

10/2014 - 07/2019

- Mechanics (Laws, Movement, Forces, aso.)
- Electronics (Laws, High/Low Voltage, Components, Diagnostics)