Samuel Styles

Software Developer

Passionate about tech art and game programming, blending creativity with tech.

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🌐 sstyles93.github.io ↗

WORK EXPERIENCE

Head of Programming
Styles Studio SàRL ↗

01/2022 - 09/2024
- Multi-disciplinary programming tasks
- IT infrastructure update & managment

Producer
SAE-Institute Geneva ↗

10/2023 - 10/2024
- Managing a team of 30 people
- Organizing project schedules

Game Programmer
Dama Dama Games ↗

01/2021 - 05/2021
- Gameplay programming & QA
- Shader programming & Visual effects creation

EDUCATION

Bachelor - Game Programming
SAE-Institute Geneva ↗

10/2021 - 07/2024
- Game programming (Unity, UE, C++, C#, Python)
- Engine programming (Physics, Network, Graphics)

Federal Diploma of Higher Education - Diagnostician
UPSA-VD ↗

10/2019 - 07/2020
- Advanced electronic
- Embeded systems
- Client relationship & Team managment

Federal Capacity Certification (CFC) - Mecatronics
EPSIC ↗

10/2014 - 07/2019
- Mecanics
- Electronics
- Physics

SKILLS

C++ C# Python GLSL HLSL

Unity Git Unreal Engine Perforce

LANGUAGES

French (Native) English (Native) Italian (B1)

German (basic knowledge)

ORGANIZATIONS

Swiss Game Academy (SGA) ↗
Comitee Member
2023 - Today

Swiss Game Center (SGC) ↗
Honorary Member
2023 - Today

SGDA ↗
Member
2021 - Today

RGB Conference ↗
Staff
2023 - Today