

SAM BENDER

sambender.net

sam@sambender.net

484-318-5143

SKILLS

Programming

JavaScript*

Python*

Java

SQL

C/C++

HTML

CSS* and SCSS

Design

Web Design

Game Design

Responsive Design

Software

Adobe Creative Suite*

Unity & Unreal 4

Maya & Blender

Microsoft Office

Other

Git, GitHub, and GitLab

Docker & Kubernetes

Raspberry Pi & Arduino

3D Printing & CNC

QLC+ (DMX lighting)

* one or more certifications

OTHER INTERESTS

Projection Mapping

Robotics

VFX / Practical FX

Analog Technology

EXPERIENCE

Fullstack Dev Intern

Novacoast Inc. | 6/2024 - Current

Designed, developed, and maintained websites and apps used by customers and internal analysts. Utilized RESTful APIs, SQL, Kubernetes, and Gitlab CI/CD pipeline.

Graphic Design Intern

Reading Royals | 10/2022 - 3/2023

PSU Athletics | 11/2021 - 09/2023

Helped create engaging digital experiences, and print seen by thousands of fans for professional ECHL and NCAA teams. Used Adobe Creative Suite & Affinity Designer to design both vector and raster for print, mobile, and web.

Official Lens Creator

Snap Inc. | 06/2021 - Current

Designed and delivered interactive media with 65,000,000+ interactions to an audience of over 645,000,000. Scripted in Python & JS, and used Jupyter for neural network training.

Designer/Developer

Freelance | 01/2019 - Current

Worked for various clients to produce desired content including websites, mobile apps, computer software or games, and graphic design/video editing related work.

EDUCATION

The Pennsylvania State University

State College, PA | 2021 - May 2025 (senior)

Interactive/Human-Centered Design and Development, B.S.

RECENT PROJECTS

Custom Game Engine - 2024

C++ based engine

Built my own game engine primarily using C++ and built multiple games using it. Supports 3D workspace and can handle ray tracing, post-processing, and some fundamental physics.

Guicar Hero Game - 2024

And custom-built controller

Designed and programmed a rhythm-like game from scratch in C++ and GDScript, which runs on an Apple CarPlay screen. Designed and programmed, a custom controller.

EZ API Fetch & Viewer - 2024

For JavaScript and Python

Created a webpage that creates JS & Python code to Fetch and retrieve certain data from the API returned JSON. I made it to help speed up production of my other API based projects.

MMAP - 2023

Spotify official SDK app

Utilized the Spotify API and OAuth2 to create a user data aggregation app while also following the official Spotify branding.

ACCREDITATIONS

- User Experience Professionals Association Member

- Adobe Certified Professional: Photoshop

- Adobe Certified Professional: Illustrator

- 25+ LinkedIn Certificates