

SAMUEL BATISTA

UI Programmer

www.sambatista.com

sambatista@protonmail.com

Cell: 860-866-6241
Timonium, MD

Education

Full Sail University | BS. Degree, Game Development

Grad: 09/2009

GPA: 3.27

Experience

[Firaxis Games](#) | [Sid Meiers Civilization VI](#)

User Interface

- Implemented and maintained several front-end screens in addition to several HUD elements (C++ & Lua).

Sparks, MD

From: 06/2011 to: present

Company Size: 100+ ([LinkedIn](#))

[Firaxis Games](#) | [XCOM2](#) [UE3]

[Firaxis Games](#) | [XCOM: Enemy Within](#) [UE3]

[Firaxis Games](#) | [XCOM: Enemy Unknown](#) [UE3]

User Interface

- Implemented and maintained several front-end screens in addition to several HUD elements (Scaleform & ActionScript 2).
- Optimized GFX memory usage and fixed performance bottlenecks to provide a smooth user experience on consoles.
- Implemented touch screen functionality for XCOM: Enemy Within (PC).

[TimeGate Studios](#) | [Section 8: Prejudice](#) [UE3]

User Interface

- Built online matchmaking and game creation screens: hosting, searching, server browser (Scaleform & ActionScript 2).
- Extended and repaired the functionality of the Online Subsystems of the Unreal Engine (hosting, searching, inviting and joining games) for all release platforms (PS3, Xbox 360 and PC).

Sugar Land, TX

From: 06/2010 to: 06/2011

Company Size: 72 ([LinkedIn](#))

[Full Sail](#) | [Digital Warfare](#) [C++ & Lua]

GameLay

- Implemented Lua based scripting system.
- Implemented 3D RTS/FPS hybrid camera system.
- Implemented camera, in-game user interface, and Wwise audio system.
- Implemented unit reference pooling to prevent crashes.

Full Sail University

From: 04/2009 to: 09/2009

Team Size: 5

Design / Tools

- Programmed a Maya plugin to export level data as Lua script.

Skills

Programming Languages		Engines / APIs		Others
C++	C#	Unreal Engine	Scaleform	Microsoft Visual Studio
UnrealScript	Lua	DirectX	OpenGL	Perforce & Subversion
ActionScript	JavaScript	Wwise	FMOD	Git & Mercurial
Haxe	Java	XNA	Unity	Test Track Pro
PHP	Node			Hansoft