

Rohan Samuel

Game Developer

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Game developer with four years building gameplay systems in Unity and C#: character control, combat, and interactive audio, plus the technical art and tooling to support them. Currently building a solo action-adventure title end to end.

— SKILLS

Languages: C#, Python, JavaScript

Engine: Unity (URP), XR Interaction Toolkit, Meta Quest build & deploy, Git

Gameplay systems: Character movement, animation state machines, physics, NavMesh, ScriptableObjects, AI/enemy behavior, interactive audio

Technical art: Maya (modeling, rigging, animation), Substance Painter, computer vision (OpenCV)

— PROJECTS

RoboCube · Solo Developer & Technical Artist

Aug 2025 – Present

Soulslike action-adventure · Unity 6, C# · playable on itch.io

- Built the playable core in C#: third-person movement and camera, a stat system driving health and abilities, and an overhear mechanic that limits sustained action use.
- Designed an extensible weapon and item system with turret aim-tracking as the first implementation, plus multi-slot save/load persistence; enemy lock-on and damage resolution in progress.

Kinesthesia · Programmer, team of 3

Dec 2023

Body-tracking music interface · Unity, C#, OpenCV

- Built a webcam body-tracking interface with OpenCV that maps limb position to live audio parameters in Unity in real time.

Harmony · Audio & UI Programmer, team of 5

Jan – Apr 2023

Musical VR experience · Unity, C#, Meta Quest 2 · playable on itch.io

- Programmed the interactive music system: instrument layers run continuously but muted, so capturing a school of fish unmutes its layer and any combination still sounds intentional.
- Built the in-headset UI from scratch.

Invasive · Lead Programmer & Technical Artist, team of 4

Sep – Dec 2022

3D horror game · Unity, C#, Substance Painter

- Wrote all gameplay C# (character movement, animation state machines, stealth mechanics, and UI interaction) and authored the PBR textures for every model in Substance Painter.

— EXPERIENCE

Kwantlen Polytechnic University · Entertainment Arts

Jan – Aug 2025

Lab Instructor, Developing in XR

- Taught hands-on XR labs in Unity and the XR Interaction Toolkit (spatial interaction, immersive UX, performance optimization) and reviewed student VR/AR prototypes.

Simon Fraser University · Interactive Arts & Technology

Sep 2023 – Apr 2025

Teaching Assistant · IAT 343, Animation

- Ran weekly Maya tutorials on modeling, rigging, and animation for 40+ students.

— EDUCATION

Simon Fraser University · BSc, Interactive Arts & Technology

2019 – 2023