

Samuel Arminana

Game Systems and UI Developer

Miami, FL

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Summary

Track record of delivering production-ready gameplay and UI across mobile, web, PC, and console platforms.

Strong proficiency in Unity and C#, training in C++, Java, and JS. Experienced with real-time and API networking.

Driven to embrace novel challenges and grow with a collaborative team that fosters professional growth and shares a burning passion for innovating in the creative media space. "Success" – Berton Braley

Activities

Alpha Sense | Expert Network Consultant

Feb 2025 – Present

Remote | *Global tech consulting agency connecting industry experts with clients for product discovery & strategic consultation.*

- Delivered expert analysis on the game development market, including trend forecasts and emerging technology.

Augmented Cool | Advisor (Game Development & Engagement)

Jan 2025 – Present

Madrid, ES | *AR Nautical Entertainment Tech Co. Commercializing experiences for jet skis, yachts, etc. 16h/month commitment.*

- Provided feedback on best practices for technical implementations, UX design principles, and business strategy.

Experience

Independent | Contract Developer

Dec 2024 – Present

Miami, FL | *Contractor for various projects as needed. Including UI, hardware integration, APIs, and augmented reality.*

- Implemented Unity UGUI screens following best practices for performance and using Addressables for memory.
- Led Unity integrations with technology, such as Bluetooth in RaceBox and RTK GPS location, for use in AR.

Boddle Learning | Senior Unity Game Developer

Apr 2021 – Dec 2024

Tulsa, OK | *Edtech startup revolutionizing learning for 250,000+ classrooms in the U.S., via an engaging 3D gamified experience.*

- Led technical development & scaling of 3D ed-game, growing users 50,000 to over 25 million in three years.
- Engineered game optimizations for low-spec devices, delivering super light 9.8MB web and 39.8MB mobile builds for viral access. Including running iOS 12+ and optimizing for 2GB Chromebooks and 256mb Androids.
- Revamped the early game loop to enhance educational impact, resulting in a 200% increase in learning incentives, and refined the upgrade system to boost player engagement by 140% using data-driven insight.
- Implemented robust automated testing framework with Selenium, enabling 24/7 SOAK testing for stability.
- Delivered exceptional customer support via Intercom and direct calls, resolving technical issues for school administrators, teachers, and IT staff; ensuring seamless game adoption within districts and classrooms.

The Tribe | Development Lead

Aug 2019 – Mar 2021

Remote | *Community-driven team developing LoK: Rebirth, a 21+ action RPG combining rich narrative and engaging gameplay.*

- Joined following the exit of the tech lead, rebuilt the game from scratch and organized under The Tribe.
- Created and managed technical contracts, including a Subscribe Star integration in less than two weeks.
- Collaborated in community management of over 17k Discord members and 1.5k Patreon subscribers.

EA Sports Tiburon | Systems Software Engineer Intern

May 2019 – Aug 2019

Orlando, FL | *Worked on the S.H.I.E.L.D team that operated dev-ops and automation, providing stability during development.*

- Enhanced development cycles by addressing inefficiencies and user-error in cross-functional workflows.
- Refactored a Slack bot, Jarvis for maintainability, and introduced integrations with project management tools.
- Implemented automated testing in C++ for gameplay features, increasing reliability on user-input interactions.

Rabid Racoon Studios | Game Programmer

Dec 2017 – Aug 2018

Sarasota, FL | *Contract development studio collaborating with publishers to deliver high-quality classic console and PC games.*

- Led the development and optimization of gameplay mechanics to the Nintendo Switch for two titles, migrating core systems in two weeks and ensuring compliance with console-specific requirements (co-op for example).
- Designed user interface systems and core state architecture to support user customization and game modes.
- Developed golf club simulation utilizing gyroscope and accelerometer input using the Nintendo Joycons SDK.

Education

Florida International University, MS Computer Engineering

Aug 2025 – May 2027

Miami, FL | *Enrolled part-time for the Fall 2025 Semester*

University of Central Florida, BS Computer Science

Aug 2018 – May 2021

Orlando, FL | *Activities and societies: ACM, Hack@UCF, Knight Hacks, Game Dev Knights, Dean's List Summer 2020*

- Participated in Capital One's Software Engineering Summit Jan 2020, a 4-day curated fin-tech experience.
- Delivered MiSu, IoT React Native mobile app for a Mozilla Sponsored Capstone project for graduate research.
- Mentored GDK Club students in 2022-2024, sharing professional experiences and building upon school projects.

Florida SouthWestern State College, AA Arts

Aug 2016 – May 2018

Fort Myers, FL | *Activities and societies: Dean's List Fall 2016, Fall 2017*

Projects

Teranova | Web and Mobile Game

Mar 2021

A real-time wave-based resource managing strategy game, built in one month and featured in the SGDA 2021 Showcase.

- Managed and trained team members live on core systems as they were built for maximum development output.

Fraction Chef | Development Contract, Legends of Learning

Jan 2020 – Mar 2020

An educational math game for 5th graders teaching Fraction Multiplication Patterns for production use.

- Integrated proprietary SDK, implemented optimized features, and ensured adherence to platform requirements.

Filebase | Development Contract, gamedev:hq

June 2019 – Aug 2019

A Unity Extension integrating a proprietary asset store, directly into the engine as an editor window.

- Built a maintainable obfuscated C# DLL with diagnostic features to enable responsive feature access for users.

Cave Brawlers | Steam Standalone

Apr 2016 – Mar 2018

A 2D pixel action-adventure comedy story game originating from my Ludum Dare 29 Jam submission in April 2014.

- Self-published and developed for Steam with native integrations like Achievements and Cloud Saving.

View more projects on my portfolio - samuelarminana.com

Skills

- **Languages:** Advanced – C#, Java Intermediate – C/C++, JS, PHP Beginner – Go, Python, Erlang
- **Game Development:** Unity (8+ years), UI/UX, Systems, Tools, Performance Optimization, Multithreading & Asynchronous Programming, Networking, AI, Audio, Localization, AR, Animations, Prototyping, Accessibility
- **Technologies:** Cloud Services (Azure, AWS, Digital Ocean), Backend Systems (Playfab, Firebase, HTTP/S), Real-time Networking (UNet HLAPI, Photon, TCP/IP, Web Sockets), CI/CD (Jenkins, TeamCity), Telemetry
- **Technical:** Databases (NoSQL, Mongo), Automated & Unit Testing (Selenium, NUnit), RESTful Web API's, MVC, Entity Framework, .NET Software Development (Winforms/Core), Web Applications (MERN, LAMP)
- **Related:** 3D Modelling & Animation (Maya/Blender), Image Editing & UI/UX Design (Affinity/Figma/Photoshop), Video Editing (Premiere/VEGAS), Community Engagement, Cybersecurity
- **Other:** Mentorship, Technical Writing, Agile Principles, Project Managment, Contract Proposals & Negotiations.