Samuel A. Warner

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EDUCATION

Florida Institute of Technology   **Melbourne, Florida**
B.S. in Computer Science   *Expected Graduation, May 2026*
- **GPA:** 3.28; Dean's List
- **Related Coursework: Data Structures and Algorithms**, **Object-Oriented Programming**, **Software Testing**, **Database Systems**, **Requirements Engineering**, Assembly Programming, Operating System Concepts, Computer Networks, Computer Graphics Algorithm

WORK EXPERIENCE

Escape Room Entertainment   **Melbourne, Florida**
Gamemaster   *Apr 2023 - Current*
- Lead a group of people through complex challenges that require creative solutions
- Collaborated closely with a team to deliver structured, high-quality customer experiences
- Assumed managerial responsibilities in the absence of supervisors
- Assisted in the design, development, and testing of new escape room puzzles

PROJECTS

SpacePnP   **Melbourne, Florida**
Front-end Developer   *Aug 2025 - Current*
- Worked within a four-member engineering team to execute a multi-semester Senior Design project
- Supported development of a dynamic web application for efficient electronic component search and data retrieval
- Developed front-end architecture using HTML, CSS, and JavaScript
- Applied Agile methodology to manage workflow, sprint execution, and iterative delivery

Dungeon Quest   **Melbourne, Florida**
Solo Developer   *Nov 2024 - Dec 2024*
- Developed a complex text-based dungeon crawler using assembly language, implementing a low-level game loop and basic memory management
- Applied code optimization techniques to improve performance and efficiency within assembly constraints
- Awarded 5th place in the class competition

HHN GeoGuessr   **Melbourne, Florida**
Solo Developer   *Mar 2024 - Apr 2024*
- Engineered a Python-based GeoGuessr clone featuring Halloween Horror Nights haunted houses
- Implemented real-time video processing with FFMPEG to extract frames dynamically, enabling non-repetitive game sessions
- Programmed the application using the Pygame engine to coordinate visuals and input processing

SKILLS

Programming: **Proficient:** Python, Java, Microsoft Assembly, SQL, HTML, CSS, Javascript **Familiar:** C, C++, C#, Lua
Technical/Programmatic: **Data Structures and Algorithms**, **Github**, **Docker**, **Agile Development**, **Visual Studio**, Google Sheets, Microsoft Excel, Jira
Platforms: **Windows**, Linux