

Samuel Takakura

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EDUCATION

University of Washington

Bachelor of Science in Computer Science, Paul G. Allen School

Seattle, WA

Expected June 2027

North Seattle College

Relevant Coursework: Calculus I-III, Computer Programming I

Seattle, WA

2022 – 2024

PROJECTS

Raiders of the Lost Artifact – 3D Puzzle Game | *Unity, C#, Blender*

March 2026 – Present

- Building a 3D first-person puzzle/action dungeon explorer in Unity with a team of 4; wrote C# systems for physics-based interactable objects and puzzle logic. Releasing on itch.io in June 2026.
- Designed and implemented a boss fight with randomized attack patterns driven by NPC logic trees; modeled and animated the boss from scratch in Blender.
- Coordinated a 4-person Git workflow with feature branches and merge conflict resolution.

Dropper – Online Multiplayer Arcade Game | *Unity, C#*

2023

- Developed a 2D 1v1 arcade-style game in Unity with menus, scene management, and round-based competitive play across three rounds.
- Implemented online multiplayer using Unity netcode with a lobby and relay system capable of supporting hundreds of concurrent players and game instances.
- Architected modular player logic to support future 2v2 and free-for-all modes.

Valuables – Lost & Found Mobile App | *Flutter, Dart*

January 2026 – March 2026

- Developed a lost-and-found mobile app in a team of 4 where users create geolocated listings that populate a live, interactive map; built the map and custom marker system.
- Followed a CI/CD development process on GitHub with required code review on every pull request.

COMMUNITY & LEADERSHIP

Co-President

June 2026 – Present

UW Fighting Game Club

Seattle, WA

- Lead the officer team organizing weekly meetups, tournaments, and events for one of UW's largest gaming communities.
- Driving a beginner-focused initiative of casual events to lower the genre's barrier to entry and grow the community.

Club Officer

March 2024 – June 2026

UW Fighting Game Club

Seattle, WA

- Helped host numerous UW events and two collaborative tournaments with Razer: managed equipment and setup, organized brackets, and provided live commentary.
- Maintained a welcoming, safe, and inclusive space for club members at weekly meets.

EXPERIENCE

HUB Locker+ Associate

September 2022 – August 2024

Amazon

Seattle, WA

- Managed returns and pickups for customers at a high-volume location while balancing a full course load.
- Trained and supervised new associates on operating procedures while fostering a positive team environment.

TECHNICAL SKILLS

Languages: C#, Java, C, Python, Dart, JavaScript

Tools & Engines: Unity, Blender, Flutter, Godot, Git/GitHub (CI/CD, code review), Vim