Sam Schwartz

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Machine learning engineer and game designer with a passion for accessible and approachable depth in design.

EXPERIENCE

Co-Founder & Lead Producer, Beta Games (betagames.net) **Early 2023 – Present**

Lunch: The Game of Playground Politics — Original Deck-Building Tabletop Wargame

- Co-founded an independent game studio; designed, produced, and launched an original game and its expansion, owning playtests and design iteration, product scope, milestones, and launch criteria within a two-person core team.
- Rebalanced early-game incentives based on playtest feedback, addressing turn-order advantages through first-exploration victory-point bonuses, doubled movement, and cards that encouraged advancing through combat.
- Led Kickstarter campaign strategy, marketing, and backer communications, exceeding funding goal by 21% (139 backers).
- Negotiated and closed a licensing agreement with Cryptozoic Entertainment, aligning cross-company stakeholders and transitioning manufacturing, fulfillment, and distribution to the publisher.
- Grew retail distribution through direct retailer outreach and convention presence; over 100 copies sold at conventions in 2026 and game is now stocked by independent game stores across the Bay Area and Los Angeles.

Capital One **August 2021 – Present**

Senior Associate Machine Learning Engineer **July 2023 – Present**

Enterprise Machine Learning Tooling — CoreAI, Root-Cause Analysis, & Data Insights

- Designed and launched a no-code interface to the root-cause analysis suite on Capital One Data Insights, letting analysts self-serve fraud, credit-risk, and reliability insights.
- Built the dashboard for an anomaly and changepoint detection solution used by hundreds of developer and analyst customers to generate millions in savings; prioritized interpretability and accessible design for non-technical users.
- Owned an end-to-end refactor of the internal Python root-cause analysis library, defining scope, priorities, and SLAs/SLOs, and guiding the rebuild through customer focus groups; the new package runs 4x faster and supports datasets 10x larger.
- Established automated testing and quality gates for the root-cause analysis library, raising coverage from <20% to >85%; led workshops on sustainable AI-assisted testing, lifting coverage across all algorithm repositories from 70% to 90%.

Associate Software Engineer **August 2021 – July 2023**

Enterprise Machine Learning Tooling — CoreAI, Root-Cause Analysis, & Data Insights

- Spearheaded delivery of end-to-end internal client solutions, driving roadmap definition, requirements-gathering, implementation, and partner relationships across initiatives including workplace occupancy, automobile finance, and near-prime customer credit limit increases, delivering $100K+ in cost savings.
- Developed changepoint severity ranking for an internal library; presented at the Modeling & Analytics conference.

Game Design Intern, University of Chicago Fourcast Lab (fourcastlab.com/terrarium) **June 2019 – Oct 2019**

Terrarium — Alternate Reality Game (2020 IndieCade award for best Location Based and Live Play Design)

- Designed and playtested puzzles for the Terrarium Alternate Reality Game for 1,700 incoming first-year UChicago students.
- Created multimedia content to attract and engage players, including promotional posters and “climate quests” comprising various world-building experiences (original music, vlogs, narrative-advancing journal articles, etc.).
- Mentored a student team for inaugural capstone event Futures Design Challenge, designing and prototyping potential solutions to climate change.

EDUCATION

University of Chicago, Chicago, IL **June 2021**

Master of Science in Computer Science, *magna cum laude*

Bachelor of Arts in Music, Minor in Computer Science, *magna cum laude*

Dean's List: 2017–2020

OTHER PROJECTS

League of Legends Esports Scraper (2021): Collected 9,858 professional match records across four major regions using Scrapy; analyzed win rates by side and game-duration trends across seasons with pandas.

Loft (2020-2021): GameMaker prototype about an artist whose paintings are made in a bullet-hell arena. Questioning user-made art and intentionality through procedural rhetoric.

Time Shift (2019): A three-level typing-game prototype designed with blind and low-vision elementary students in mind, combining spoken instructions, keyboard practice, and fantasy combat.

Languages: Fluent: Mandarin Chinese • Intermediate: Spanish

Outside of Work: Marathon running • Wilderness backpacking • Board/video games • Collecting/playing unusual instruments