

Sam Schwartz

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Software 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 Software 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