Samuel Edwards

GAME DESIGNER

Seattle, WA

Contact
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Portfolio
Samuelpatrickdesign.com

Skills

Software
- Unreal Engine 4
  - UE4 Blueprints
- Unity
- Adobe Suite
  - Photoshop
  - InDesign
- Microsoft and Google Office
- SketchUP
- Jira, SVN

Design
- System Design
- Gameplay and Pacing
- Quest / Encounter Design
- Rapid Prototyping
- Playtest Conducting
- Design Documentation

Accomplishments

Education
University of Central Florida
Orlando, FL
BA in Digital Media: Game Design

Awards
- UCF Dean's List Fall '16 & '18
- Indie Galactic Game Jam
  - 1st Place (2016)
  - 2nd Place (2018

Projects

Ransacked
Lead Designer
3D Thieving Game; UE4
UCF Capstone Project | Jan- June 2018

- Designed the loot system, balancing spreadsheet values for a desired runtime and implementing curated-random spawner nodes for fresh loot distribution each run
- Directed gameplay design and playtesting. Pioneered design decisions that fostered consistent risk-versus-reward choices
- Designed unique Heist missions that required players to solve riddles and out-of-the-box challenges centered around a themed house
- Developed and maintained live documentation artists and designers used to create loot, UI, and level design assets.

The Cure
Designer
3D Twin-Stick Shooter; Unity
UCF Capstone Project | Aug- December 2017

- Designed a scaling, modular gun-crafting system for different playstyles with respect to increasingly difficult game levels
- Designed enemy behavior and stats, aimed at creating a chaotic-but-manageable combat pace
- Tuned gameplay elements and collaborated with artists to upkeep a cartoon-like theme and game feel
- Scripted enemy behavior trees and encounter spawners to fire different groupings of enemies depending on player progression

Playwright
Designer
3d20 Tabletop RPG
September 2017 - Current

- Designed a 3d20 bounded accuracy result system, heavily influenced by situational and tactical advantages
- Developed choice-driven systems of combat, wilderness survival, and social mechanics to create direct and lasting results from player decisions
- Designed a catalog of classless, modular Abilities that allows for custom styles of character advancement
- Ran a playtesting campaign throughout development, iterating changes at milestone points similar to live service games
- Designed Player Guide, GM Kit, and character sheet layouts