

Samuel Edwards

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Samuelpatrickdesigns.com

GAME DESIGNER

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Skills

Software

- Unreal Engine 4
 - Blueprints
- Unity
- Basic C# and C++
- Adobe Suite
 - Photoshop
 - Premiere
 - InDesign
- Jira, SVN
- SketchUp

Game Design

- Gameplay Design
- System Design
- Mission / Quest Design
- Design Documentation
- Level Design

Accomplishments

Service Work

Hurricane Paintball Park (FL)
Referee (2011 - 2015)

Brevard Humane Society (FL)
Volunteer (2008 - 2011)

Awards

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

Education

University of Central Florida | Dec. 2018

B.A, Digital Media: Game Design

Experience

Search Analyst at Leapforce | Oct 2016 - Jan 2017

- Analyzed search engine results and rated them in terms of relevance and user query
- Worked 10 - 20 hours a week on a self-directed schedule
- Performed rating tasks with respect to deadlines on Leapforce's work portal

Barista at Sno Tea Cafe | July - Oct 2016

- Crafted menu and custom drink orders for customers
- Took customer's orders and payment using a POS system
- Performed opening duties of brewing tea, coffee, and boba pearl batches
- Kept customer seating areas and work spaces clean

Projects

Playwright - Designer | Sep 2017 - Current

d20 Tabletop RPG

- Wrote and designed a 50 page game rulebook with adventuring, combat, and character mechanics
- Balanced character abilities and level progression for a d20 bounded accuracy system
- Ran weekly playtests throughout development with respect to an player-driven story

Ransacked - Lead Designer | Spring 2018

UCF Capstone Project

3D Thieving Game; UE4

- Designed and balanced gameplay elements of 200+ loot items
- Designed and implemented a curated-random Blueprint system for populating houses with new loot each run
- Wrote documentation for 5 story missions; detailing guard paths, house level design, and UX goals
- Wrote and maintained live documentation that artists and designers used to create loot, UI, and level design assets