

Samuel Edwards

GAME DESIGNER

Portfolio

Samuelpatrickdesigns.com

Contact

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Skills

Software

- UE4
- Unity
- Photoshop
- Premiere
- InDesign & XD
- Subversion, Jira, Sourcetree

Languages

- C++, C# [Scripting]
- UE4 Blueprints
- HTML, CSS

Design

- System design and balancing
- Gameplay feel & pacing
- Encounter design and scripting
- Design documentation
- Level design & blackout

Accomplishments

Awards

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

Service Work

Hurricane Paintball Park (FL)
Referee (2011 - 2015)
Brevard Humane Society (FL)
Volunteer (2008 - 2011)

Experience

UCF Capstone Projects

August 2017 - December 2018

Death by Oil

Designer, QA, Lighting | 3D Tank Game

- Tuned vehicle movement and guns for a desired heavy-tank feeling
- Wrote weekly QA reports on current bugs, testing feedback, and ad-hoc assignments for the programming team to review
- Organized and ran monthly playtests
- Designed lighting and post-processing effects

Ransacked

Lead Designer | 3D Stealth Game

- Balanced spreadsheet values for 200+ loot items and designed their spawning systems with Blueprints
- Blocked out house layouts and wrote mission documents for the Heist challenge quests
- Wrote and maintained live design documentation
- Directed the art and level design teams on visual gameplay goals

The Cure

Combat Designer | 3D Top-Down Shooter

- Designed and balanced a scaling gun crafting system
- Designed enemy types, powerups, and encounter pacing
- Scripted prototype enemy behavior and encounter waves in C#

Search Analyst at Leapforce

October 2016 - January 2017

- Analyzed the quality of search engine results and rated them in terms of relevance
- Gave detailed reports for queries that required more critical feedback
- Worked 10-20 hours a week on a self-directed schedule
- Performed tasks efficiently and with respect to set time limits

Education

University of Central Florida | Dec. 2018

B.A, Digital Media: Game Design