Sam Feng

Game CreatorGraphic Designer
Music Producer

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Experience

- ### unSAME Studio
Founder, Game Creator, Designer, Developer
July 2019 – now

  - Working as an indie game developer.
  - Creating various indie game projects that challenge different genres and designs.
  - Participating in competitions and game jams.
  - Projects playable at https://unsame.itch.io/

- ### ChillyRoom Games
Internship Game Creator, Game Developer
May 2022 – Oct 2022

  - Leading a team in one of the first indie game internship projects in China.
  - Designing and prototyping an original concept for a systemic sandbox survival game.

Skills

- Creating games using **Unreal, Unity, Godot, Phaser, Twine,** and other Tools.

- Programming using languages including **Python**, **C++**, **C#**, **Lua**, and **Visual Scripting**.

- 3D Modeling and Animating using **Blender**.

- Creating materials and shaders using **Substance Painter** and **Adobe Photoshop.**

- Music Production using **FL Studio.**

- Sound Designs using **Adobe Audition** and **FMOD.**

- Video Editing using **Adobe Premiere** and **Adobe After Effects**.

- Graphics, UI, and Logo design using **Adobe Illustrator**.

- Concept art, design, and illustration using **Autodesk Sketchbook**, **Adobe XD**, and **Miro**.

- Project Organizing and Managing using **Trello** and **Google Sheets**.

Education

- ### University of California Santa Cruz
Graduating in 2025
Master's degree in Games & Playable Media

- ### University of California Santa Cruz
2019 – 2023
Bachelor's degree in Computer Science: Game Design

Achievements

- ### Nomination in Best Action Game
CUSGA (2023)
Nominated with **Connecting to SYSTEM 8** in the China University Students Game Award. Our game focused on creating the most polished and original action game experience.

- ### Nomination in Best Student Game
IndiePlay (2022)
Nominated with **Runway** in one of the biggest game showcase in China.

- ### Nomination in Best Sound Effects and Most Creative Game
CUSGA (2022)
Nominated with **Runway** in the China University Students Game Award.

- ### Winner of Game Jam
Game for Good (2022)
Awarded for **Laugh with Me**, for its ability to provoke thoughts and promote changes in our society.

- ### Best Mechanism Experience
Game Bang BiGC (2021)
Awarded for **The Amoeba Effect**, a game that raises awareness in ocean pollutions.

- ### Best Cultural Representation
Roblox National Awards (2021)
Awarded for **Lighted**, for its representation of the Chinese cultures and customs through gameplay and designs.