SAM FENG

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Game designer with six years of experience in designing and developing video games, music producing, and various creative mediums.

EDUCATION

University of California, Santa Cruz| Santa Cruz, CA
Master of Science in Games & Playable Media — Sep 2023 – Mar 2025

University of California, Santa Cruz| Santa Cruz, CA
Bachelor of Science in Computer Science: Computer Game Design — Sep 2019 - Jun 2023
Awards: Dean's Honors — Major GPA: 3.85

EXPERIENCE

ChillyRoom Games
Game Design Intern — May 2022 – Oct 2022
- Leading a team of professional game developers
- Designing and developing a unique systemic sandbox game project
- Prototyping and iterating the project during a 3-month period

unSAME Studio
Founder, Game Creator, Designer, Developer — July 2019 – Present
- Leading a group of developers in creating various innovative game projects
- Creating indie game projects that challenge the existing design on the market
- Publishing games on Steam, Google Play, itch.io, and various other platforms
- Participating in competitions and game jams around the world, and have received various awards and nomination

Team Friends – UCSC Game Design Studio
Music Producer, Sound Designer — Dec 2020 – May 2021
- Producing original soundtracks for the indie game Bìxié - https://bixie.itch.io/bixie
- Creating and implementing various sound effects into the project using FMOD and Unity

PROJECTS

Runway - https://unsame.itch.io/runway — July 2019 – May 2022
- Designed and developed a game project all by myself
- Nominated for Best Student Game at IndiePlay China 2022
- Nominated for Most Creative Design and Best Sound Effects at China University Student Game Award 2022
- Featured and published with the UK based company Super Rare in the Super Rare Mixtape Vol. 2

Connecting to SYSTEM 8 - https://unsame.itch.io/project-8 — Jan 2023 – Jun 2023
- Developed a professional game project with a student team at UCSC
- Nominated for Best Action Game at China University Student Game Award 2023

Game and music Projects — Sep 2019 – Present
- Created various award-winning game projects with other game designers during game jams
- **Projects Website** - https://unsame.itch.io/
- **Portfolio Website** - https://sites.google.com/view/samfenggames/home
- Composed and produced various music and OST for games and videos
- **Soundcloud Link** - https://soundcloud.com/arxgame

SKILLS

Programming:	Python, C, C++, C#, Lua, Unreal Blueprint, GDScript, Visual Scripting
Art & Assets:	Photoshop, Illustrator, Blender, Substance Painter, Adobe XD
Game Dev:	Unreal, Godot, Unity, Phaser, Twine, Game Maker Studio, platform specific SDKs
Music:	FL Studio, Adobe Audition, FMOD