

SAM (YUAN) FENG

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

SKILLS

Programming: Python, C, C++, C#, Lua, Unreal Blueprint, GDScript, Visual Scripting, Git
Art & Assets: Photoshop, Illustrator, Blender, Substance Painter, Adobe XD
Game Dev: Unreal, Godot, Unity, Phaser, Twine, Game Maker Studio, Playdate SDK, platform specific SDKs
Music: FL Studio, Adobe Audition, FMOD
Languages: English (Fluent), Chinese (Native), Japanese (Intermediate)

EXPERIENCE

ChillyRoom Games

Game Design Intern

May 2022 – Oct 2022

- Lead a team of professional game developers.
- Designed and developed a systemic sandbox game with a unique moving base system.
- Prototyped and produced a playable demo within a 3-month development period.

unSAME Studio

Founder, Game Creator, Designer, Developer

July 2019 – Present

- Lead a group of developers in creating various innovative game projects.
- Created indie game projects that challenge the existing design on the market.
- Published games on Steam, Google Play, itch.io, and various other platforms, and have over 3000 downloads.
- Participated in competitions and game jams around the world and have received various awards and nominations.

PROJECTS

Runway - <https://unsame.itch.io/runway>

July 2019 – May 2022

- Designed and developed 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

- Directed and developed a professional level game with a student team at UCSC.
- Researched and implemented various complex systems and cutting-edge Unreal 5 technologies.
- Nominated for Best Action Game at China University Student Game Award 2023.

Bixié – UCSC Game Design Studio - <https://bixie.itch.io/bixie>

Dec 2020 – May 2021

- Produced 3 original Chinese themed electronic soundtracks for the game.
- Created and implemented various sound effects into the project using FMOD and Unity.

Game and music Projects

Sep 2019 – Present

- Created various award-winning game projects with other game designers during game jams.
- **Published Games Website** - <https://unsame.itch.io/>
- Composed and produced various music and OST for games and videos.
- **Soundcloud Link** - <https://soundcloud.com/arxgame>

EDUCATION

University of California, Santa Cruz| Santa Cruz, CA

Master of Science in Games & Playable Media

Sep 2023 – Expected Mar 2025

University of California, Santa Cruz| Santa Cruz, CA

Bachelor of Science in Computer Science: Computer Game Design

Awards: Dean's Honors

Sep 2019 - Jun 2023

Major GPA: 3.85