

# Samuel Narkawicz

## Game Developer

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narkawiczsamuel@gmail.com  
[Online Portfolio - www.samnarkawicz.com](http://www.samnarkawicz.com)

Providence, RI, 02909  
narkawiczsamuel@gmail.com  
401-601-5500

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### Experience

#### Talofa Games - Lead Unity Engineer

Oct 2020 - Present, Providence, RI

Talofa games continues to teach me a whole new side of game development. Learning how to build foundational systems that effect the entire development team. Learning the positives and repercussions of the systems I architect taught me what it truly means to build things collaboratively.

#### Sproutel - Mid-Level Software Engineer

June 2018 - October 2019, Providence, RI

Making games and experiences that bring comfort to kids is what I love doing at Sproutel. Sproutel taught me how to iterate on ideas quickly, prototyping fun ideas with speed!

#### WB Games \ Turbine - Mid-Level Software Engineer

July 2015 - 2018, Needham, MA

I rose steadily through the company by having a consistently excellent work ethic and authoring quality game code that was designed to scale and perform. Being the feature owner of core gameplay systems gave me experience working with the entire pipeline, from QA, Art, Design, and LiveOps. This turned into the foundational core of my Game Dev experience.

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### Games & Apps

#### Talofa Games:

Run Legends ([Splash Page](#))

#### Sproutel:

My Special Aflac Duck ([iOS](#) / [Android](#))

Jerry the Bear ([iOS](#) / [Android](#))

#### WB Games \ Turbine:

Game of Thrones: Conquest ([iOS](#) / [Android](#))

Batman: Arkham Underworld ([iOS](#) / [Android](#))

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### Education & Awards

#### The New England Institute of Technology

BA - Video Game Development and Simulation Programming

April 2012 - September 2015, East Greenwich, RI

**BSA Certified Eagle Scout | Black Belt - Taekwondo | Turbine Game Jam - Best In Show**