SAM (YUAN) FENG

LinkedIn • Portfolio Website • (720) 487-4982 • samfenggames@gmail.com

Game Designer with seven years of indie game design and development experience.

SKILLS

Programming: Python, C, C++, C#, Lua, Unreal Blueprint, GDScript, Visual Scripting, Git, Perforce
2D & 3D Assets: Photoshop, Illustrator, Blender, Substance Painter, Adobe XD
Engines: Unreal, Godot, Unity, Phaser, Twine, Game Maker Studio, Playdate
Sound Design: FL Studio, Adobe Audition, FMOD
Languages: English (Fluent), Chinese (Native), Japanese (Intermediate)

EXPERIENCE

ChillyRoom Games
Game Design Intern   May 2022 – Oct 2022
- Designed and developed a systemic sandbox game with a unique moving base system.
- Prototyped and produced a playable demo build using Godot Engine.

unSAME Studio
Founder, Game Creator, Designer, Developer   July 2019 – Present
- Led a group of developers in designing and developing various innovative game projects.
- Created indie games that challenge the existing design on the market.
- Published games on Steam, Google Play, itch.io, and various other platforms.
- Participates in competitions and game jams around the world and have received various awards and nominations.

PROJECTS

Gulltastrophe - https://unsame.fun/seagull   Sep 2024 – Planned Release Sep 2025
- Director and Game Designer for this unique tactical seagull action game.
- Created with Unreal Engine 5, and utilize many unique Unreal Engine features.
- Features 2 – 3 hours of fun experience, and is planned to be released on Steam and Epic Store.

PLUG IT IN - https://store.steampowered.com/app/2757300/PLUG_IT_IN/   Dec 2023 – Planned Release May 2025
- An original relaxing puzzle indie game, designed and developed by me and my friends.
- Game trailers played over 80,000 times on Bilibili and Youtube, and over 5000 wishlists on Steam.
- Features user generated contents, level editor, and is integrated with Steam Workshops.

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.

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