



# Sam Feng

Game Design Portfolio



# Sam Feng

Game Designer & Developer, Graphic Designer

Hi! I'm Sam, a passionate game maker currently pursuing a Game Design Degree at UCSC. I love participating in various aspects of game development. I always strive to make unique and original games, and I want to learn more skills and further improve myself as a game designer.



## Runway (2019 - 2021)

Created with Unreal Engine.  
<https://unsame.itch.io/runway>

### Role

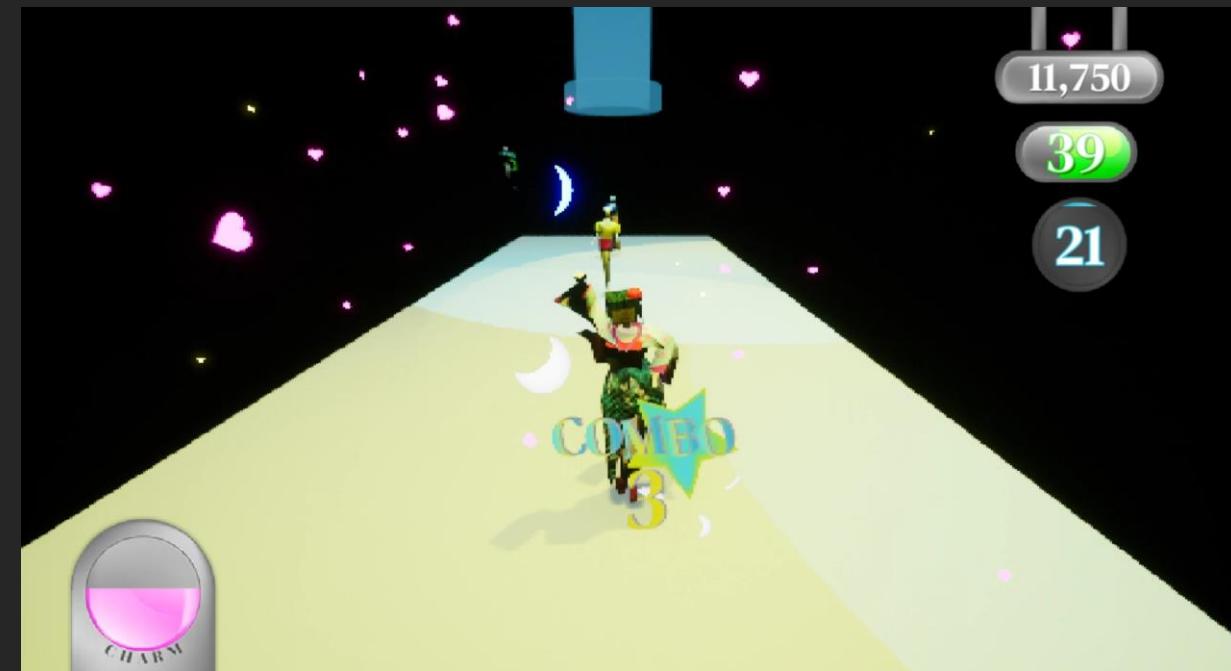
Solo Project

### Description

Runway is an action game where you can dress up and kick other models out from the stage. Play as the fabulous robot Lisa, fight against hideous models on runways around the world, and be the queen of fashion!

### Development

I created the game during summer 2019, then have continued updating the game. The game was released physically on Super Rare Mixtape.



Gameplay Screenshots



Charm™ Used +3

## Honors and Awards



Nominated for  
**Best Sound  
Design**  
CUSGA 2022



Nominated for  
**Most Creative  
Design**  
CUSGA 2022



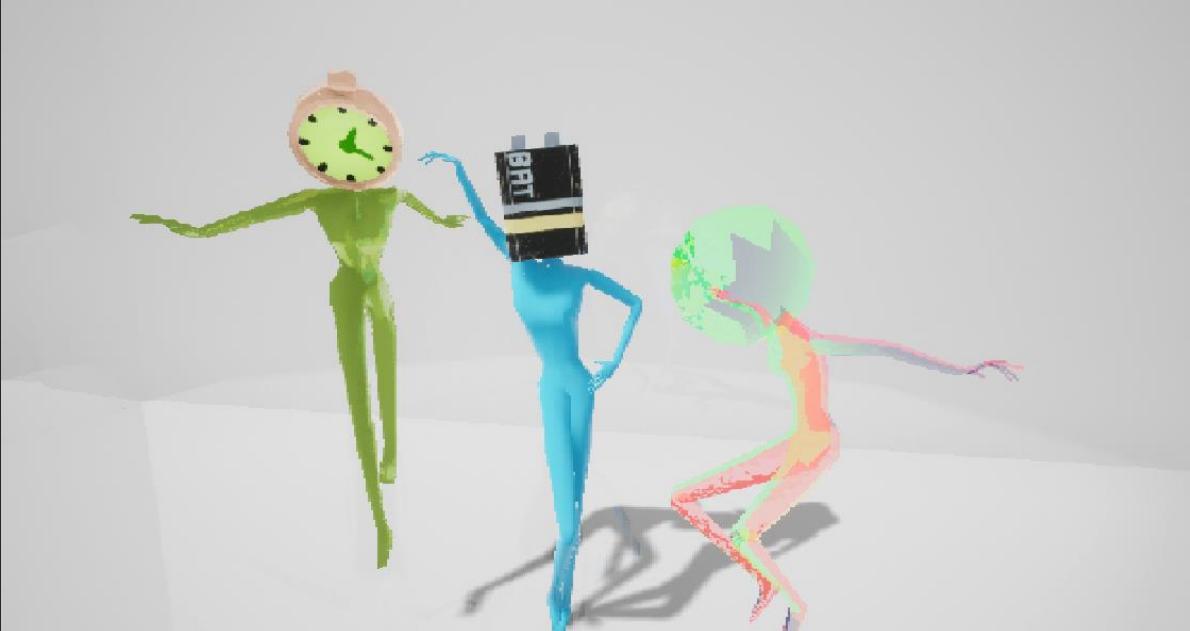
Featured in  
UCSC Student  
Showcase  
2021



Featured in  
SGDA Student  
Showcase  
2021



Nominated for  
**Best Student  
Game**  
indiePlay 2022



## Concept & Design

Runway was inspirited by my own experience with fashion designs competitions. It starts with the idea of "If you kick all other models off the stage, then you get to be the winner."

The overall game style was inspired by the PS1 style graphics. In addition to that, I added a lot of high-quality lighting and stylized materials to give it a unique look of modern nostalgia.



## Little Cleaner (2021)

Created with Unreal Engine.  
<https://unsame.itch.io/little-cleaner>

### Role

Solo Project

### Description

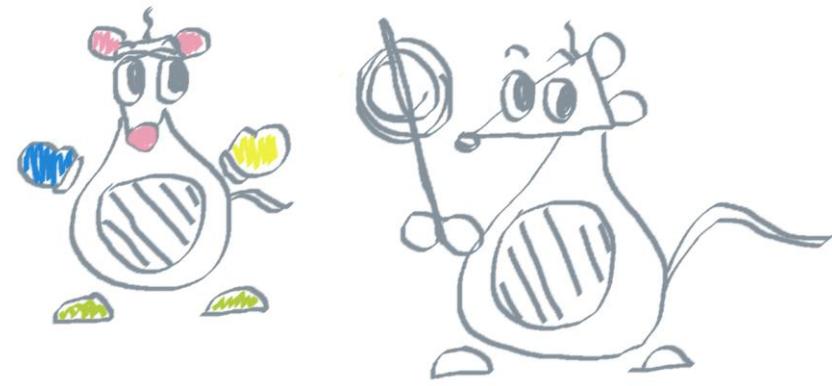
Little Cleaner is a 3D endless arcade game. Player controls the little rat Tata to hit the incoming trash back in the pipes.

### Development

Little Cleaner was originally designed as a mobile game. It was my attempt on creating a stylized 3D character, animations, and environment designs.



Gameplay Screenshots



Concept Designs

# KITCHEN.Ion



**Kitchen.Ion (2021)**  
Created with Unreal Engine.

**Role**  
Technical Art, Programming

**Description**  
Kitchen.Ion is a top-down RTS game. Player indirectly controls a group of robots using different plug-in chips to complete food orders in a futuristic kitchen.

**Development**  
Kitchen.Ion was originally created for the Global Game Jam 2020. We liked the idea and design and decided to further develop it into a full game.



Gameplay Screenshots



## Concept & Design

Kichen.Ion started with the idea of controlling a group of robots to cook, but the robots are all very dumb and clumsy, so the players must constantly fix them while ordering them to work.

We started with the low-poly design. Later, I decided that it would look better with lightings and a more cartoony shading, and that evolved into the current art direction.





## Laugh with Me (2022)

Created with Unreal Engine.  
<https://unsame.itch.io/laugh-with-me>

### Role

Design, Programming, Sound & Music

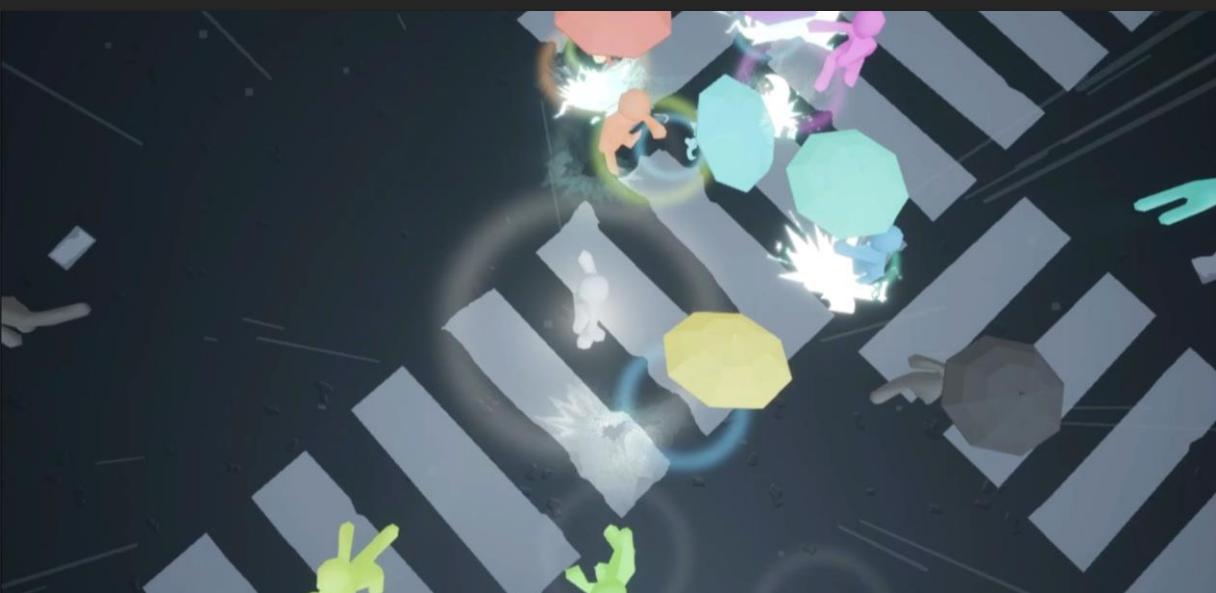
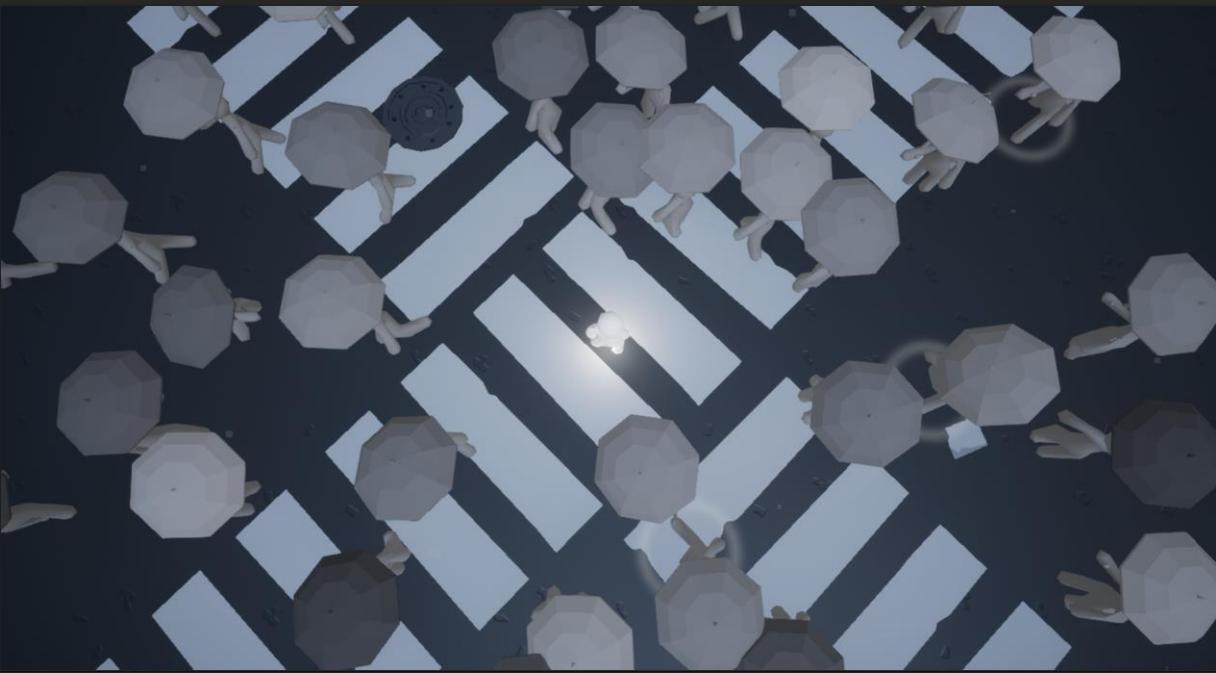
### Description

Laugh with Me is a music experience game. Vibe with other people on the raining crosswalk and brings happiness to the city.

### Development

The game was created during a game jam with the theme of "Healing". I want to use this game to express that, even the smallest positive interaction can hugely impact the people around us.





Gameplay Screenshots



## Plug It In (2022)

Created with Godot Engine.

<https://unsame.itch.io/plug-it-in>

### Role

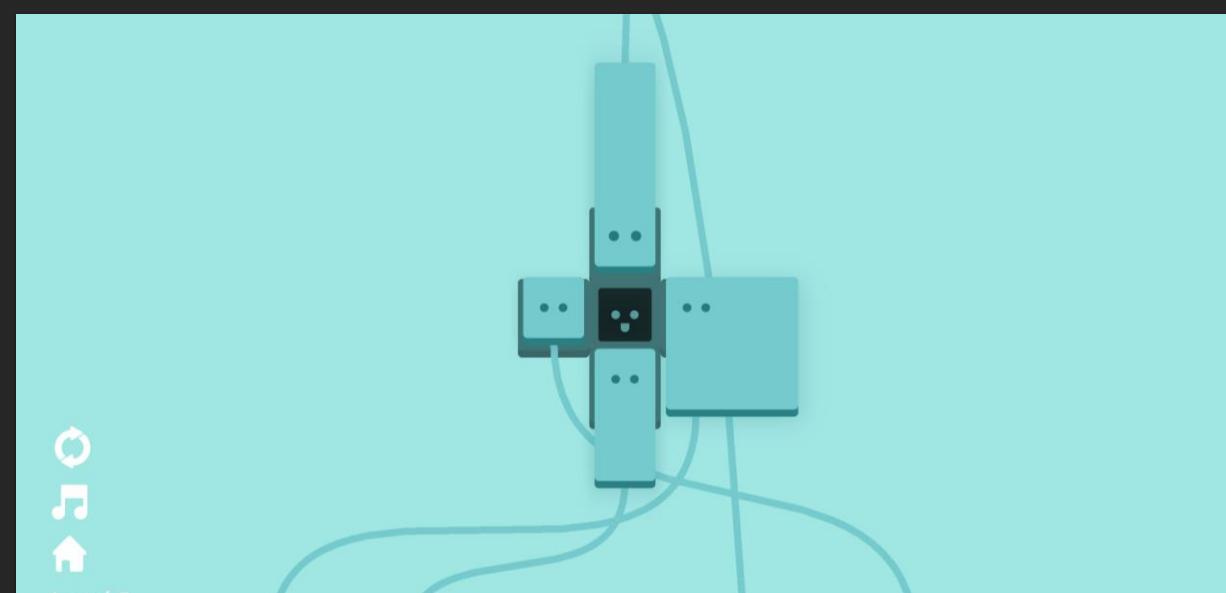
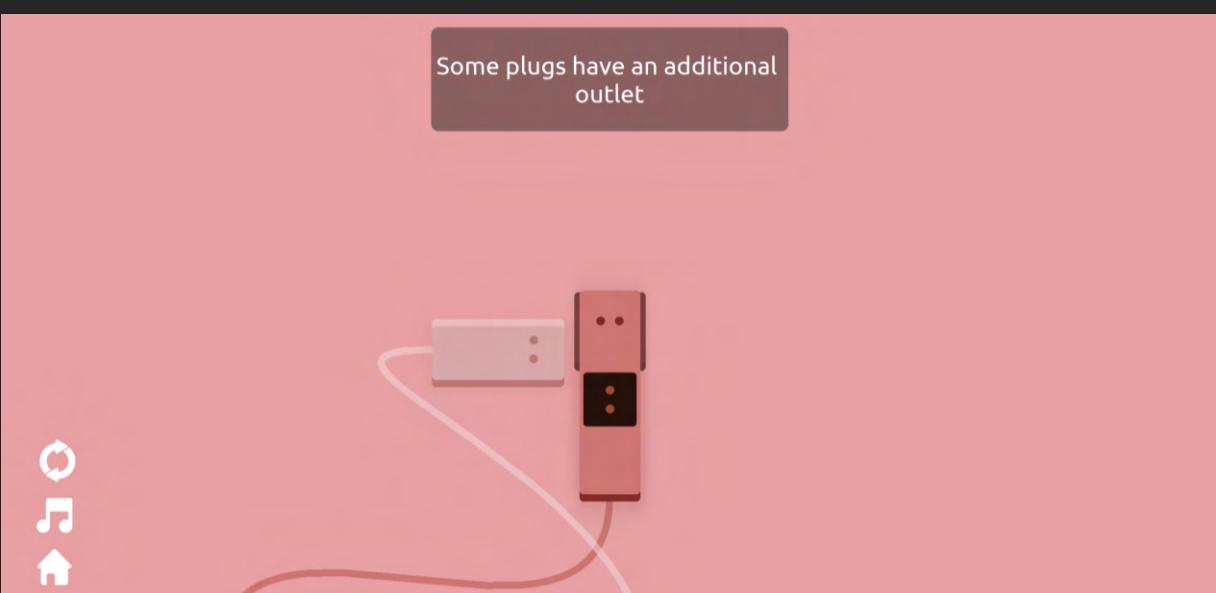
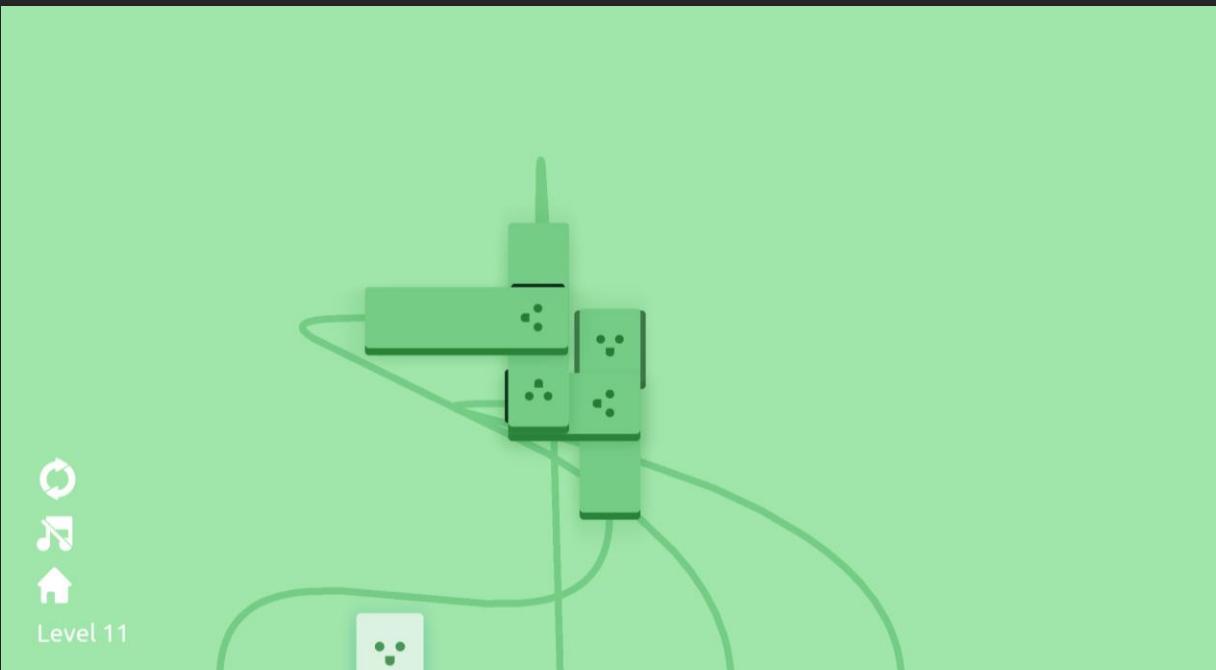
Designer, Programming, Music

### Description

A relaxing and juicy puzzle (simulator) game about electrical plugs connecting into their corresponding outlets.

### Development

The game was created for a game design class. It was my first attempt at creating a systemic puzzle game. The game also criticized the hilarious nature of modern product designs.



Gameplay Screenshots



## Emotionless (2020)

Created with Godot Engine.

<https://unsame.itch.io/emotionless>

### Role

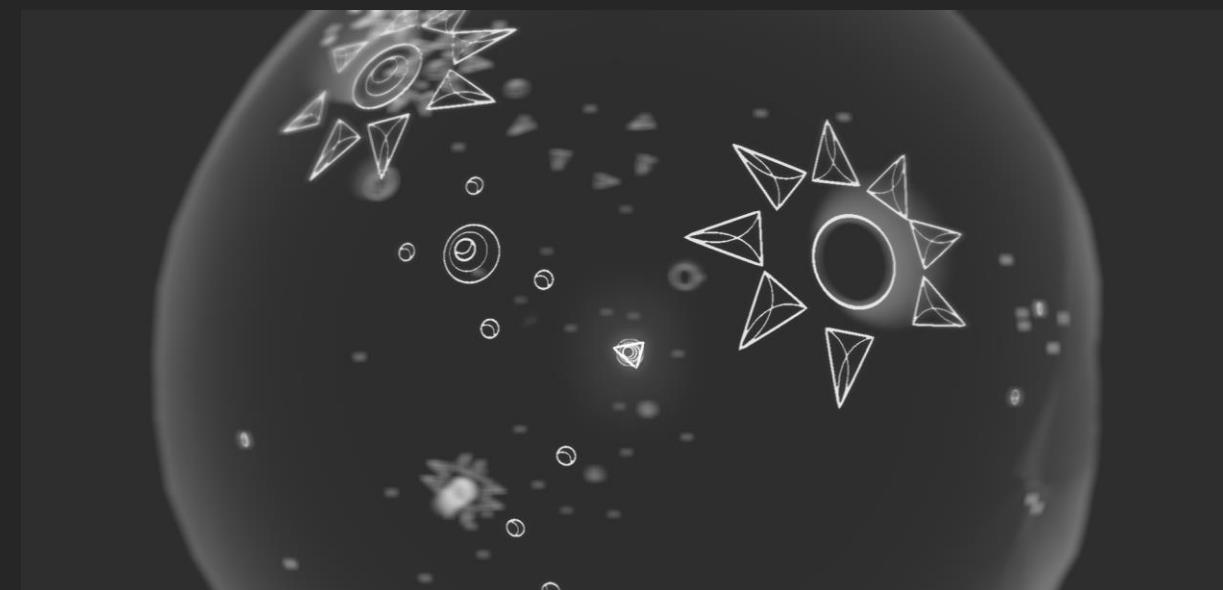
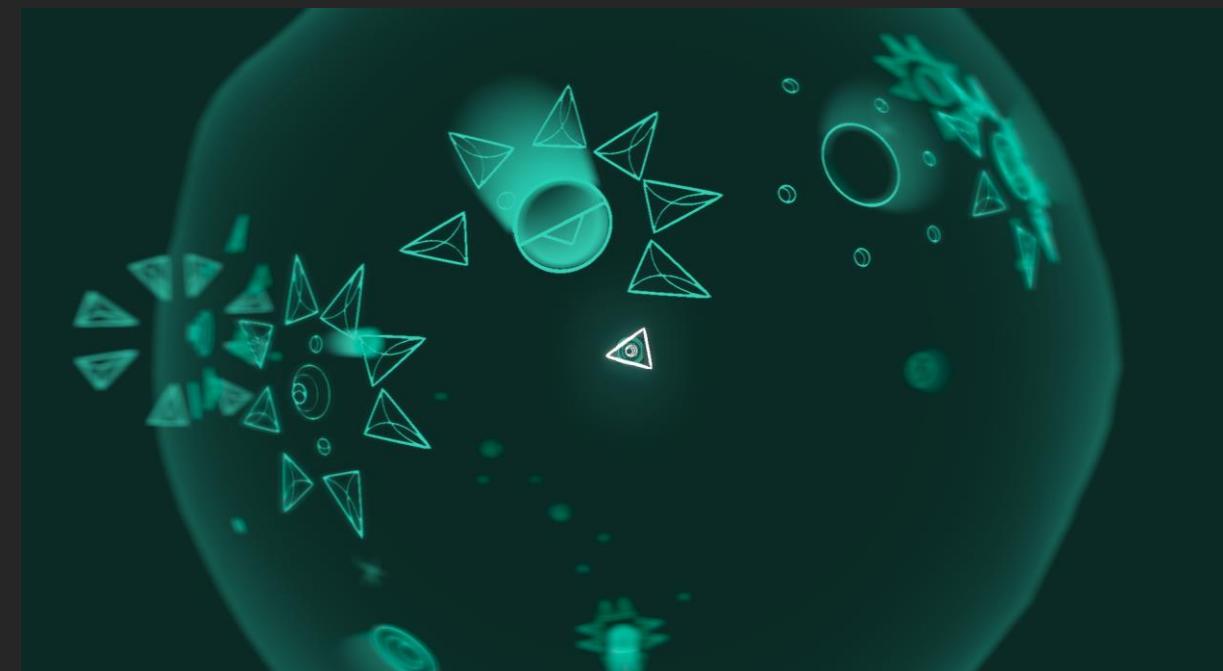
Programming, Technical Art

### Description

Emotionless is a story-driven exploration adventure game that takes place in a hypnotized mind space world.

### Development

The game was originally created during the Global Game Jam 2021. It is themed around mental health and sexuality. It's a journey of self-searching and self-discovery.



Gameplay Screenshots



## Sauce (2020)

Created with Godot Engine.

<https://play.google.com/store/apps/details?id=com.unsame.sauce>

### Role

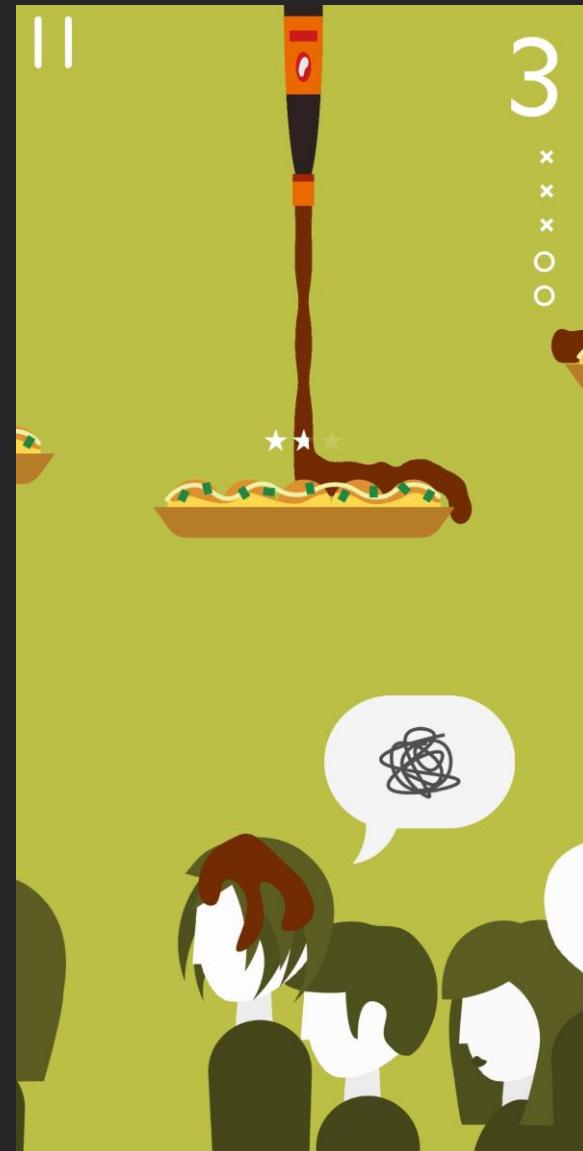
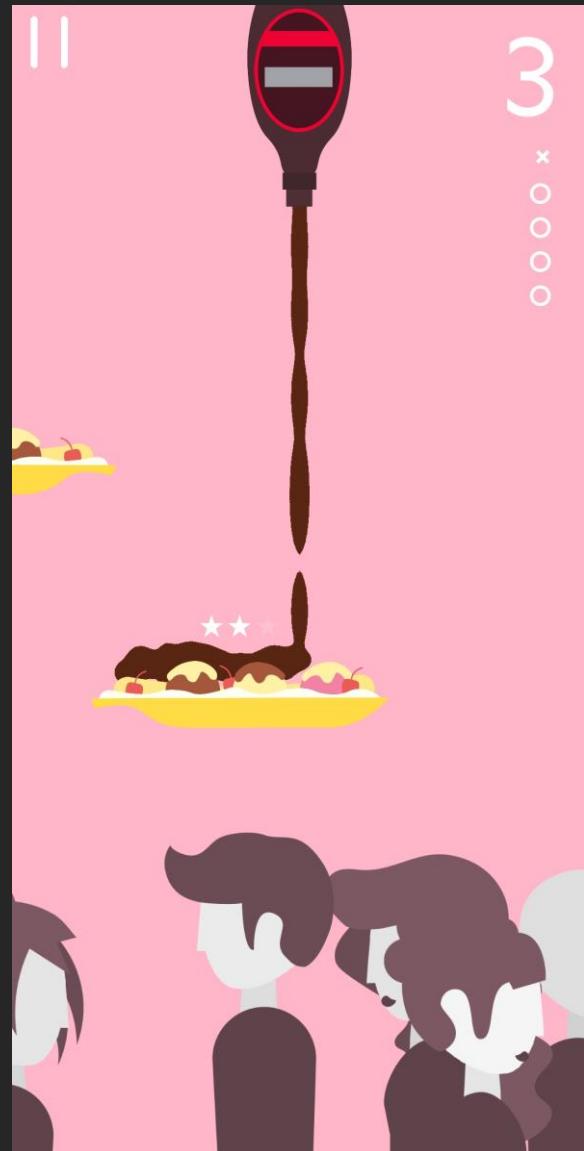
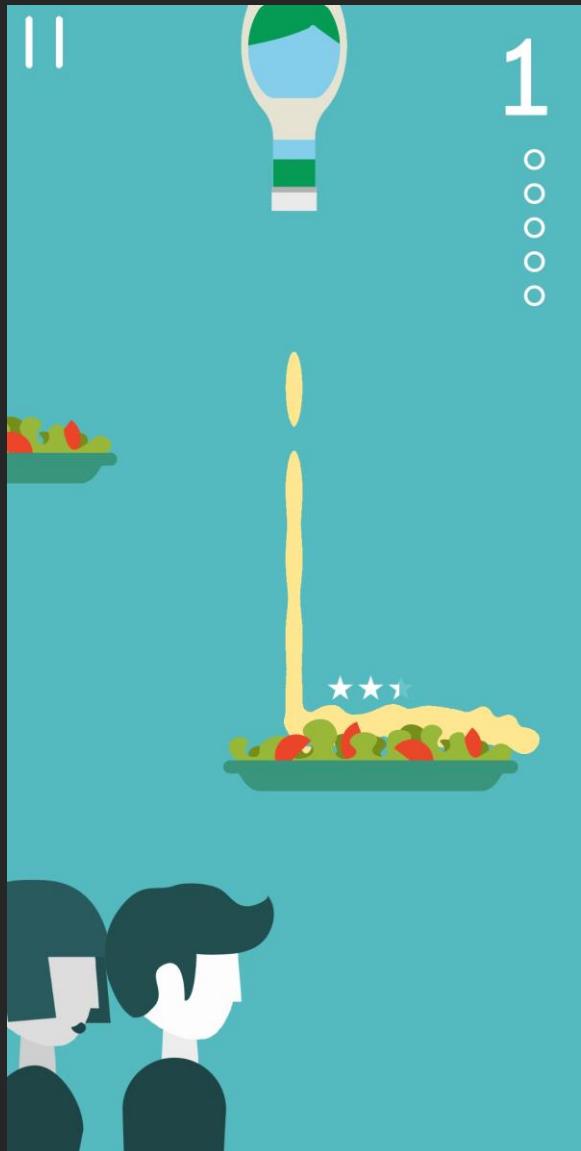
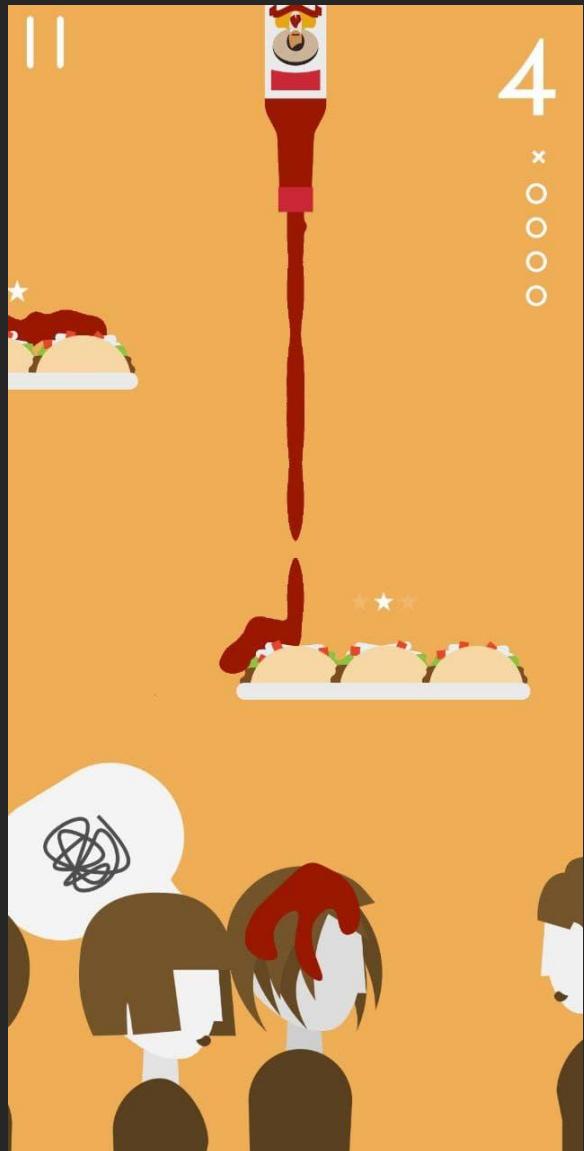
Solo Project

### Description

Sauce is a one-tap mobile game. Players need to sauce the food and avoid dropping the sauce on customers' heads.

### Development

I started developing the game during the pandemic and was able to publish the game on Google Play. This game is my love letter for foods and sauces from different cultures.



Gameplay Screenshots

**Trash Beat (2022)**  
Created with Godot Engine.  
<https://unsame.itch.io/trash-beats>

**Role**  
Programmer, Game Design

**Description**  
A rhythm platformer game where player must mix and match different music tracks to move.

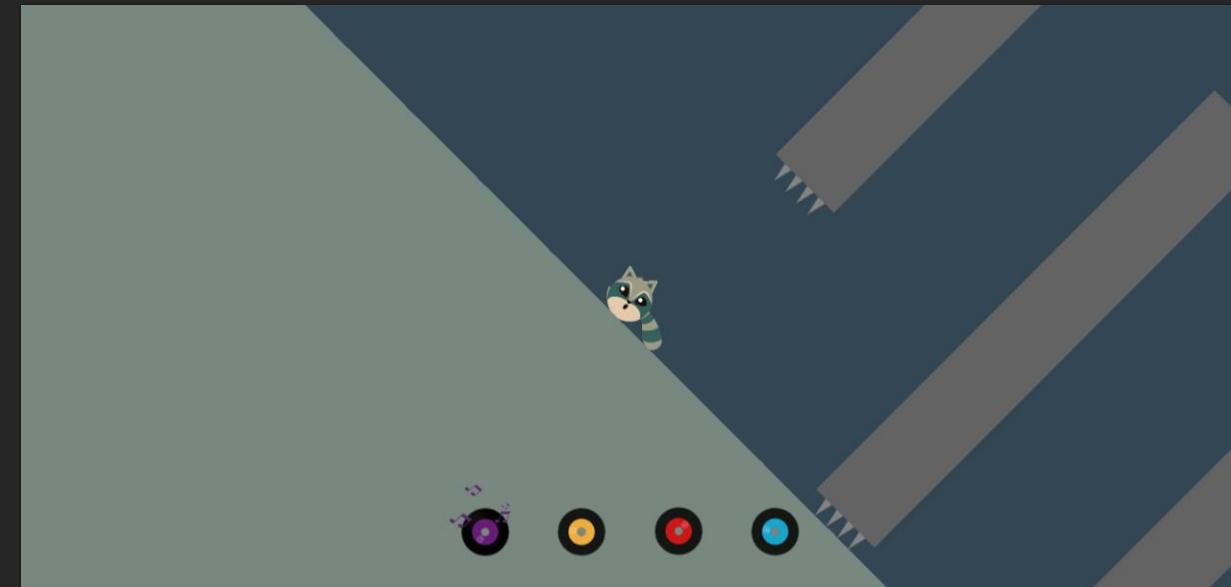
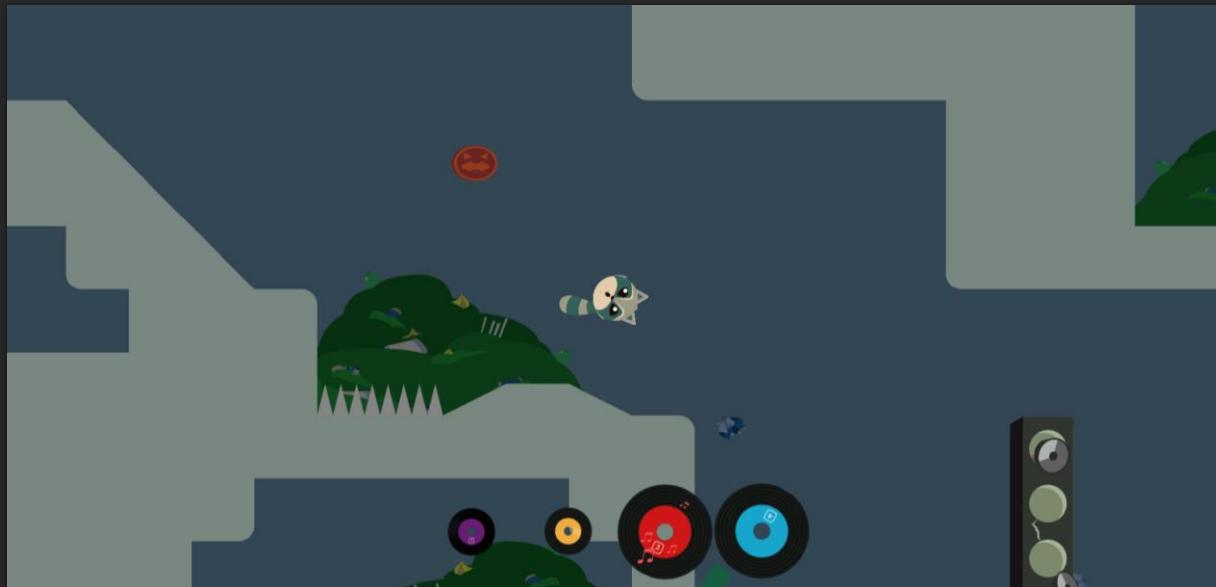
**Development**  
The game was created in 48 hours during a game jam with the theme of "genre matching." We decided to combine rhythm and platformer and create a unique gameplay using that theme.



Pennies: 25



Pennies: 13



Gameplay Screenshots

# SUSHI UNROLL



**Sushi unROLL (2020)**  
Created with Godot Engine.  
<https://unsame.itch.io/sushi-unroll>

## Role

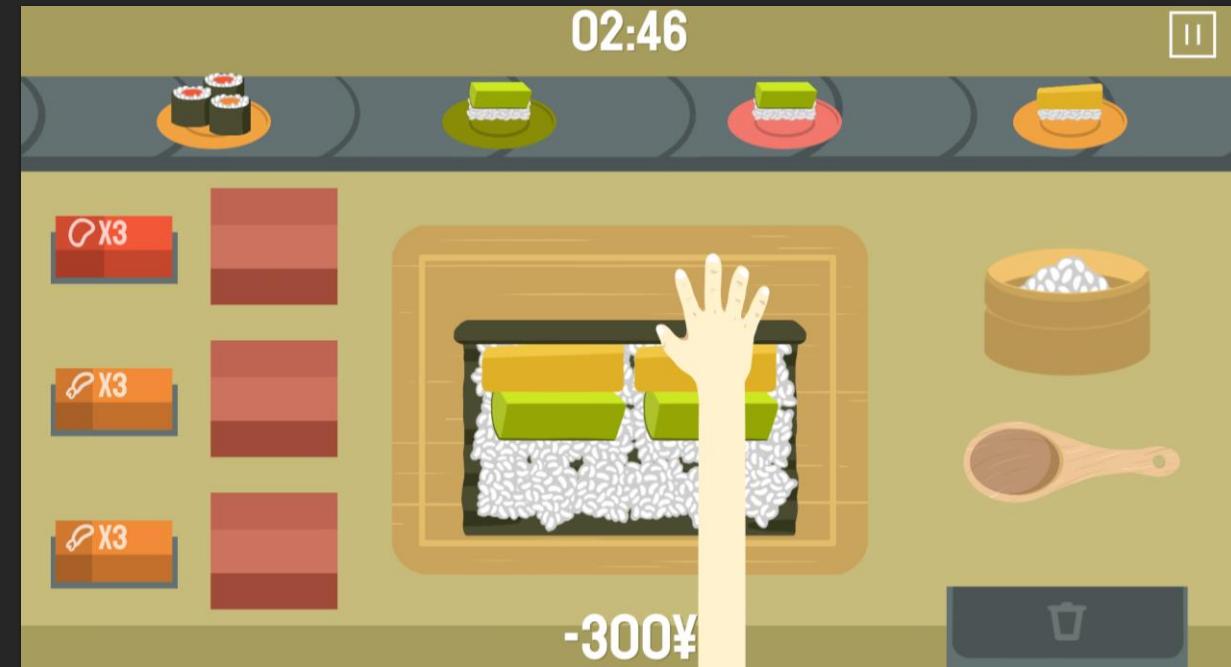
Programmer, Game Design

## Description

A 2D arcade style game where you unroll leftover sushi in the restaurant. It is a skill & action game involving interactions and complex procedure.

## Development

The game was created in 7 days in a game jam. The theme was "rewind", and we decided to approach it in a unique way.



Gameplay Screenshots



**suffocate (2022)**  
Created with Godot Engine.  
<https://unsame.itch.io/suffercate>

**Role**  
Programming, Sound, Music

**Description**  
An experimental breathing adventure game. Player must explore a deserted planet while manually controlling their breathing.

**Development**  
The game was created in 48 hours during the Ludum Dare 2022 game jam. We wanted to explore the connection of our body and video game.

# suffocate



Gameplay Screenshots



## Portarumaku (2022)

Created with Godot Engine.  
<https://weisa.itch.io/portarumaku>

### Role

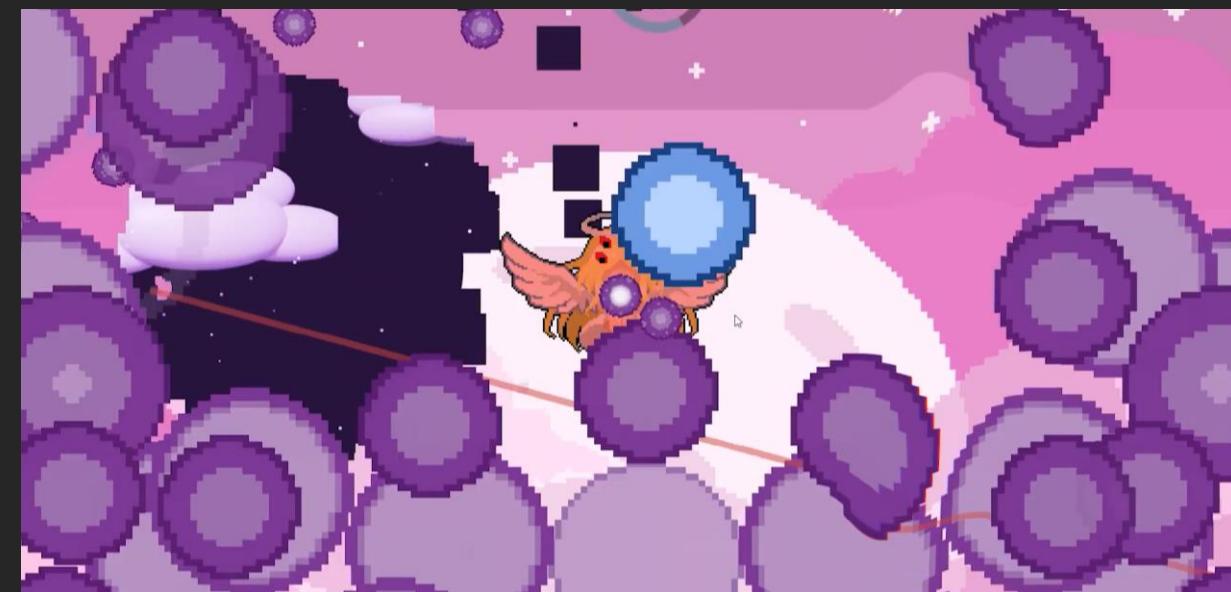
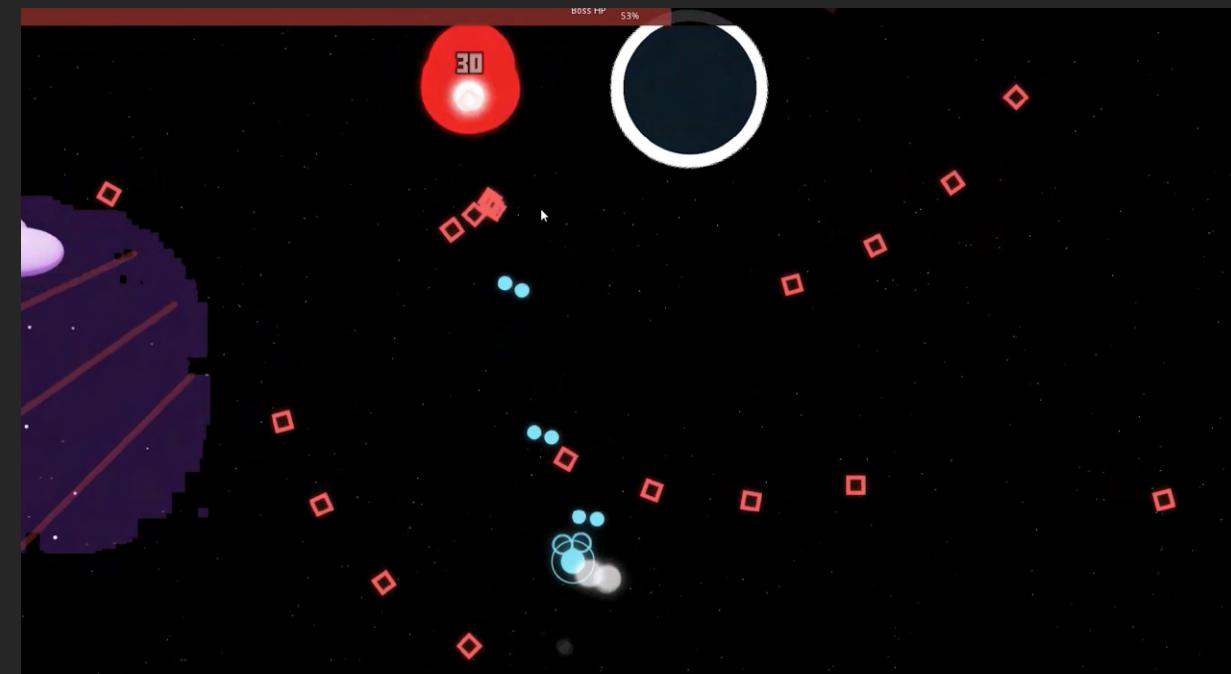
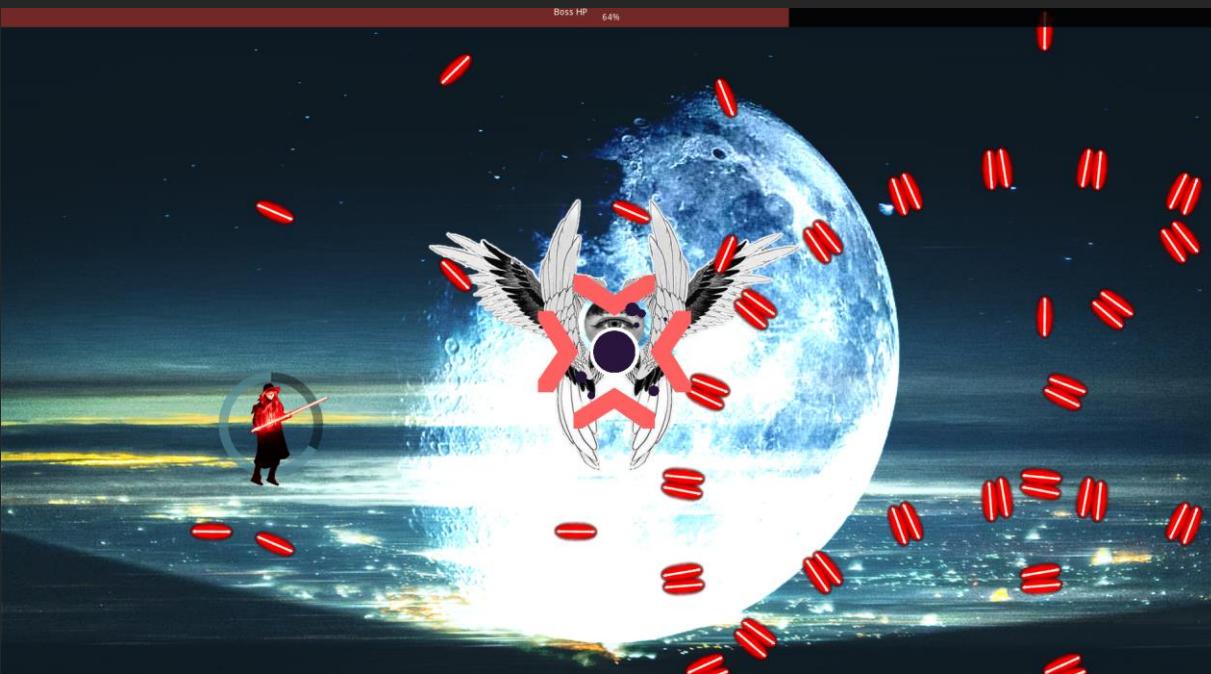
Programming, Sound, Music

### Description

A bullet-hell game where player must defeat the boss while traversing through portals in different universes.

### Development

The game was created during the CMPM 170 class with the theme of "Verse Jumping." We wanted to create a unique bullet-hell experience by introducing behavior changes through portals.





## The Amoeba Effect (2021)

Created with Godot Engine.

<https://unsame.itch.io/the-amoebea-effect>

### Role

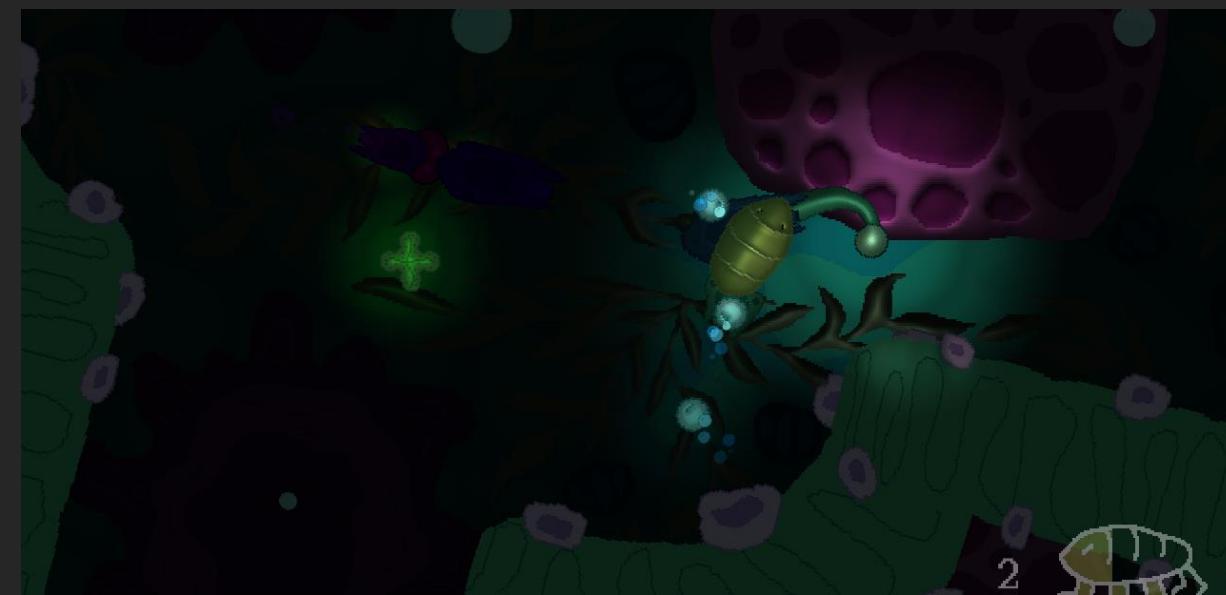
Technical Art, Programming

### Description

The Amoeba Effect is a 2D Top-Down exploration game. Player plays as an unknown creature that can evolve itself by taking the body parts of others.

### Development

The game was created in 48 hours for the CiGA Jam with the theme of Biodiversity. We wanted to explore the topic of ocean pollution and what we happen to our creatures if it worsened.



Gameplay Screenshots



## SHiNE (2021)

Physical Card Game.

<https://unsame.itch.io/shine>

### Role

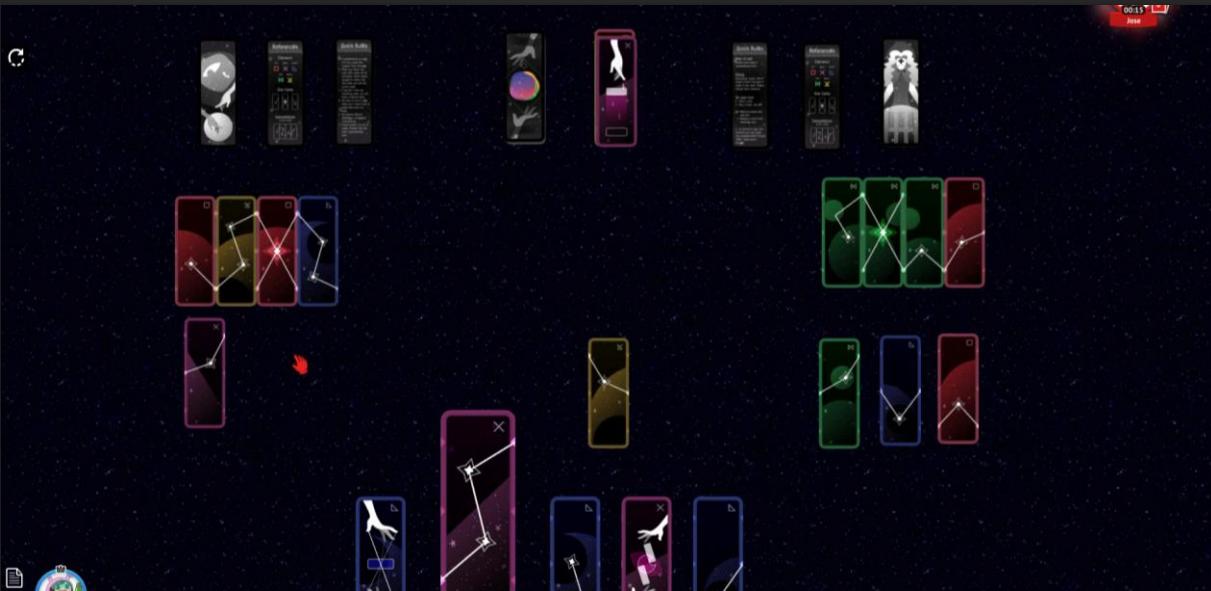
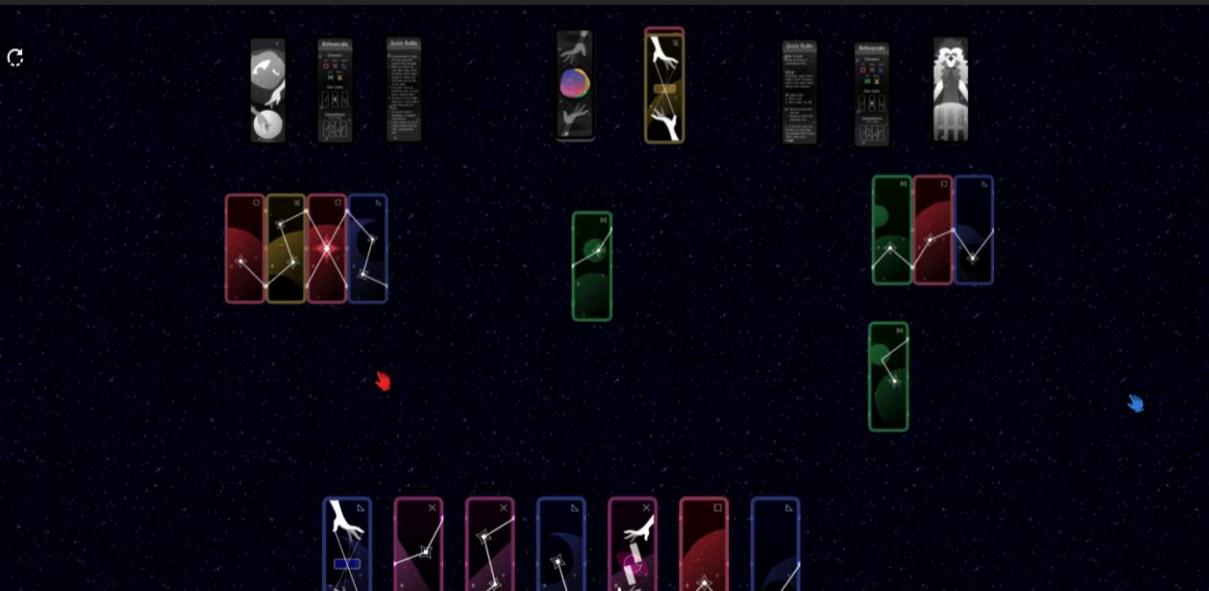
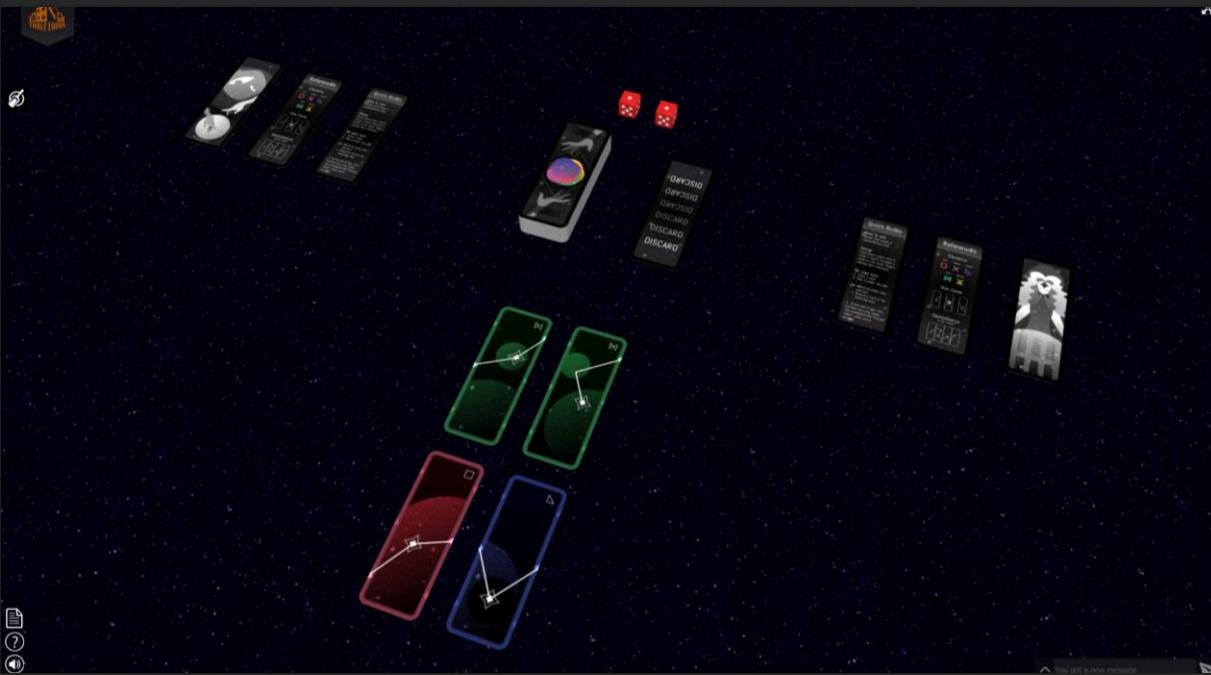
Solo Project

### Description

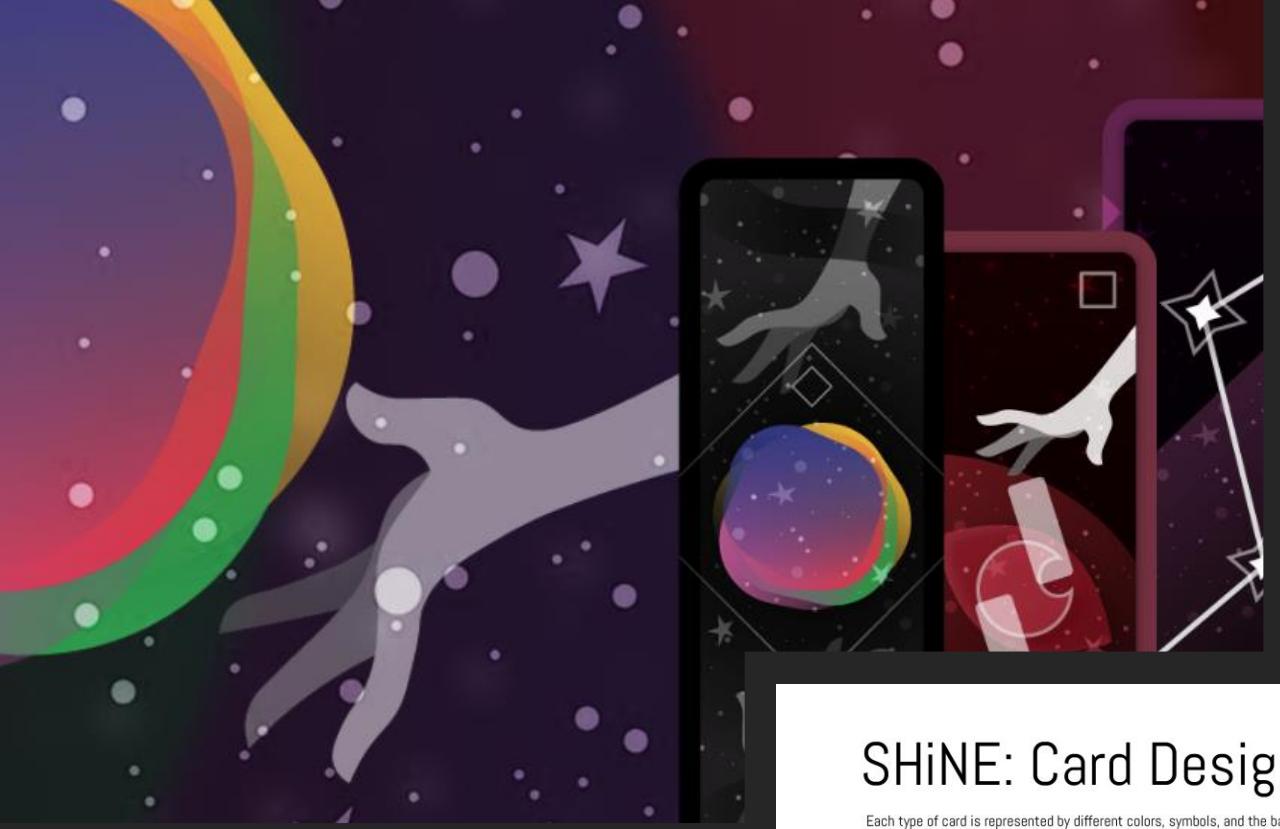
SHiNE is a two-player card game inspired by Hanafuda and Mahjong. The game is playable digitally through Tabletopia.

### Development

The game was designed during the ARTG 80G class at UCSC. It was a card design challenge, and I wanted to use this chance to create the most polished piece of design I could.

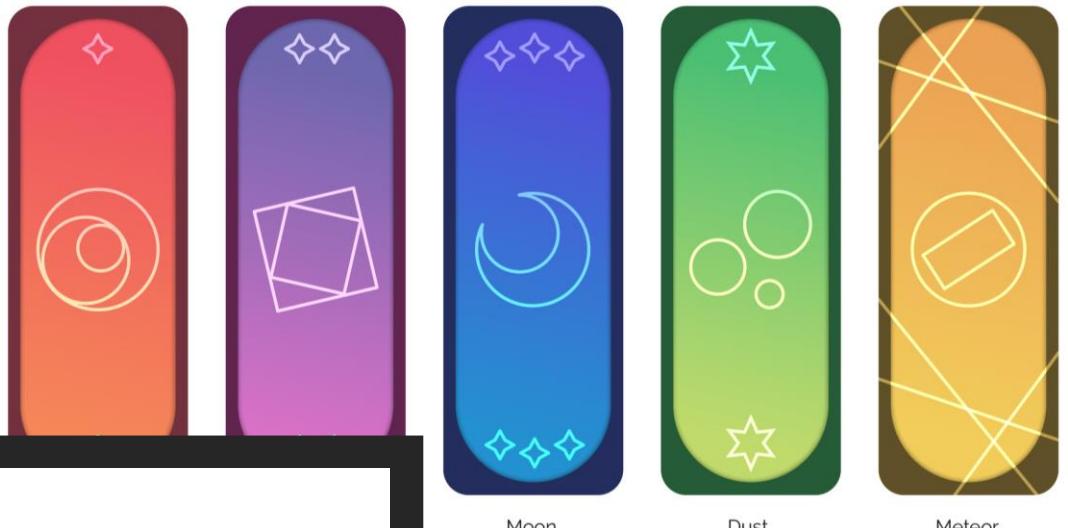


Gameplay Screenshots



# SHiNE: Card Design 2

Each type of card is represented by colors and symbols on the center. The value of the card is represented by how many stars on the card. This design leaning toward the bright and pastel colors.



Moon

Dust

Meteor

## SHiNE: Card Design 1

Each type of card is represented by different colors, symbols, and the background of the card. The value of the card is represented by how many stars on the card.



□ X △ W X  
Sun Space Moon Dust Meteor

Font: Abel Regular

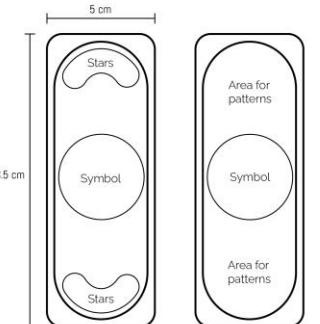
Card Back

Card Back Alt



## Layout

Special cards' pattern may take over top and bottom areas



Mock Up Logo: SHiNE

Height Width Ratio: 1 : 2.7

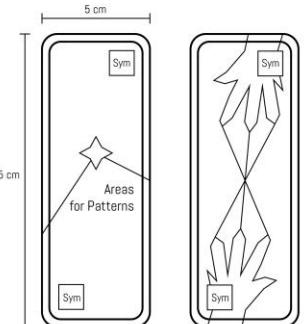
Card Back

Card Back Alt



## Layout

Special cards' pattern may take over the entire card face



Mock Up Logo: SHiNE

Height Width Ratio: 1 : 2.7

Starry pattern (Temp) by Amazing Wall  
[www.amazon.com/AMAZING-WALL-Adhesive-Wallpaper-15-7x198inch/dp/B07S9WW93Z](http://www.amazon.com/AMAZING-WALL-Adhesive-Wallpaper-15-7x198inch/dp/B07S9WW93Z)



Portarumaku (2022)

Created with Phaser 3.

<https://unsame.itch.io/spooky-picture-game-deluxe>

### Role

Programming, Sound, Music

### Description

A simple tap and hold endless-runner game. Player must defeat ghosts in the hallway by taking pictures of them.

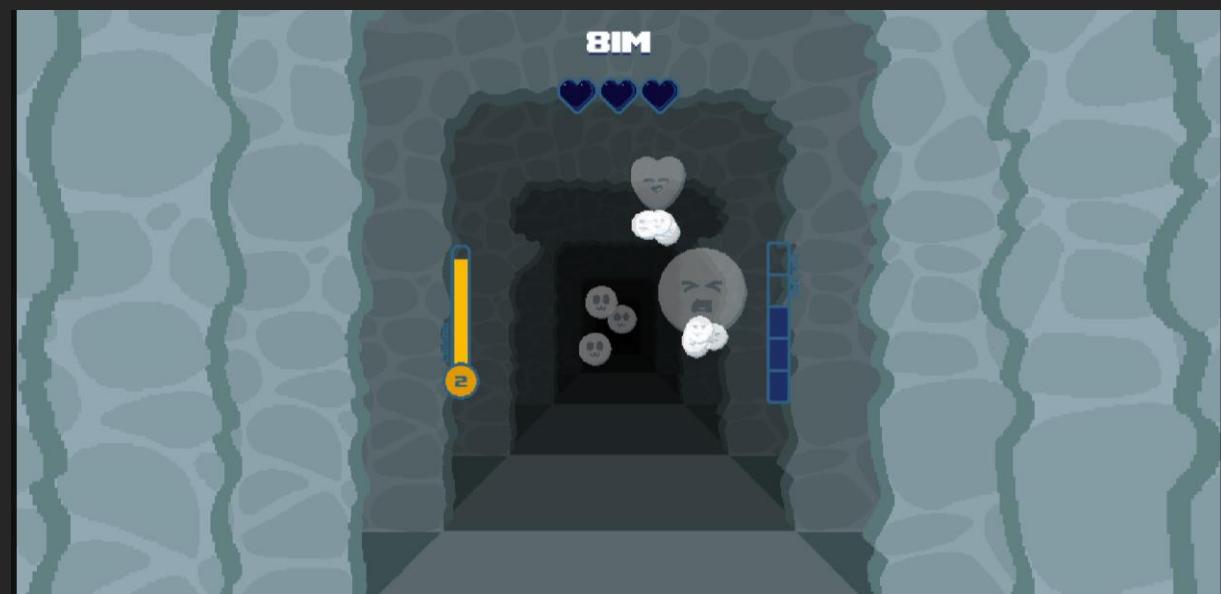
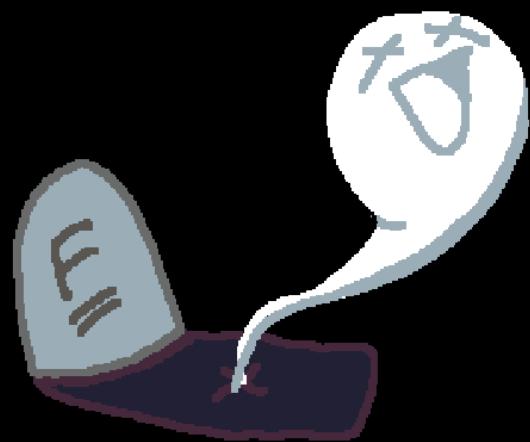
### Development

The game was created during the CMPM 120 class. I wanted to use this game to experiment with a pseudo 3D effects in a 2D game framework.

**TAP TO RESTART**

**20M!!**

MAY YOUR SOUL  
REST IN PEACE



Gameplay Screenshots

# CANOROUS



**Canorous (2021)**

Created with Godot Engine.

<https://unsame.itch.io/canorous>

## Role

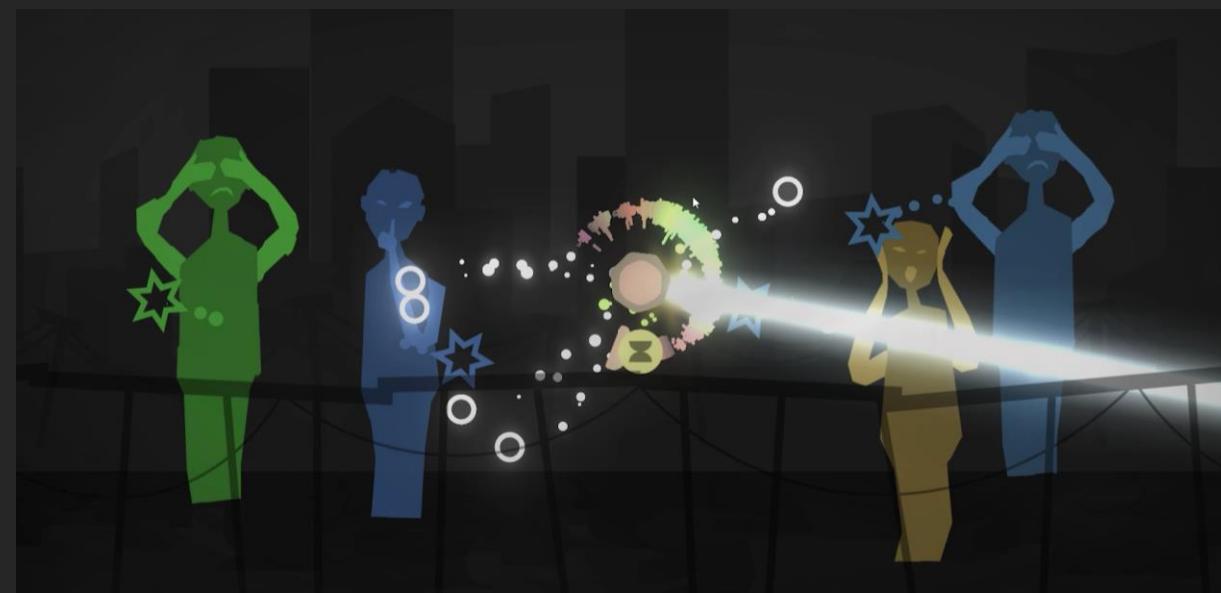
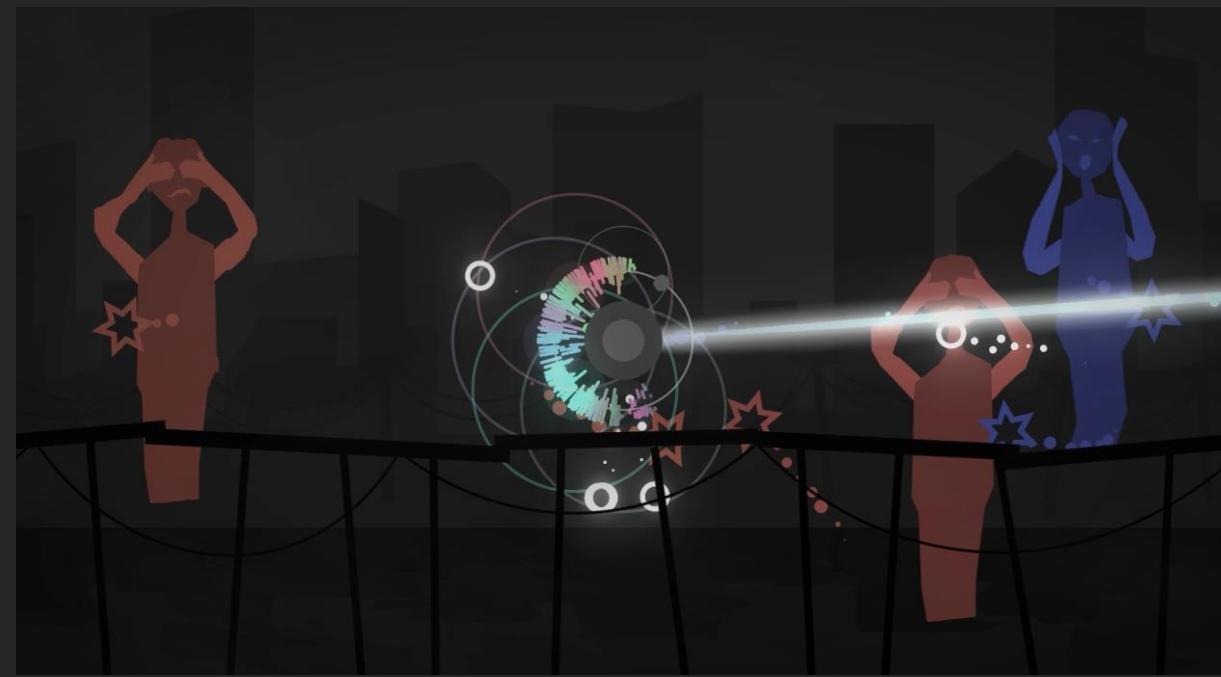
Art, Programming

## Description

Canorous is an experimental music game that uses singing to attack. Player can interact with the game using their voice through a microphone.

## Development

The game was created in 2 weeks as a submission for the Netease Mini-Game Competition 2021. It was a piece that encourages people to fight their anxieties and speak with their own voice.



Gameplay Screenshots



# Stock Up!

**Stock Up! (2021)**

Created with Godot Engine.

<https://unsame.itch.io/stock-up>

## Role

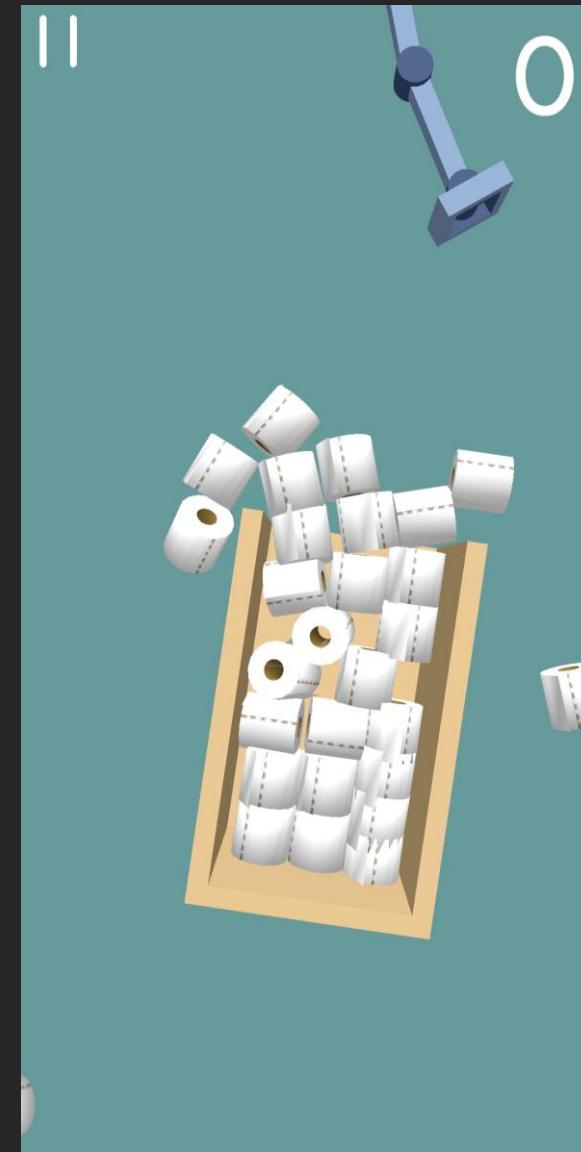
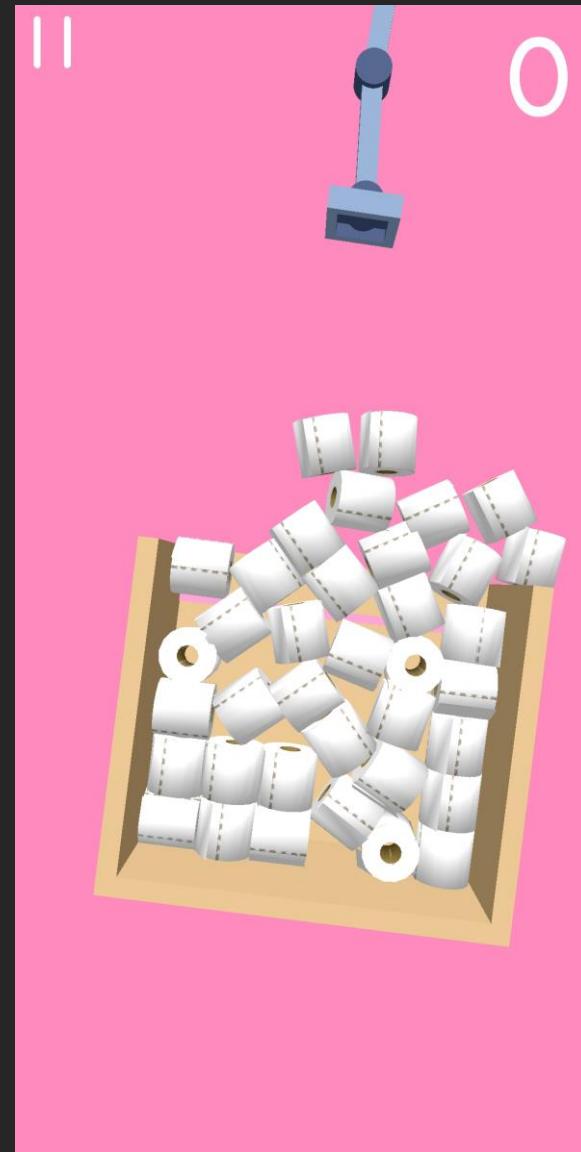
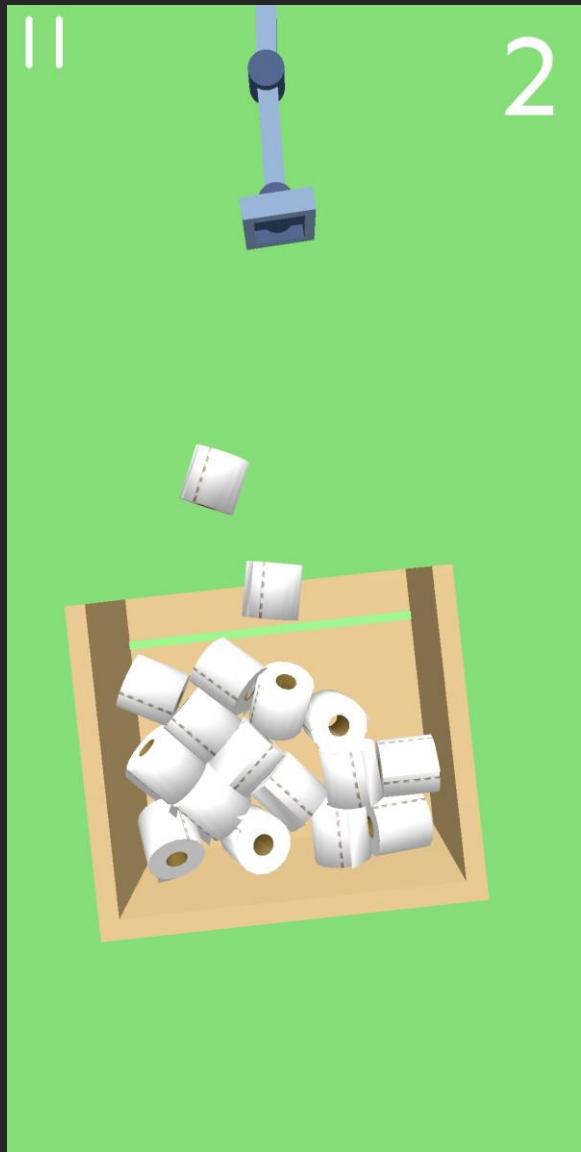
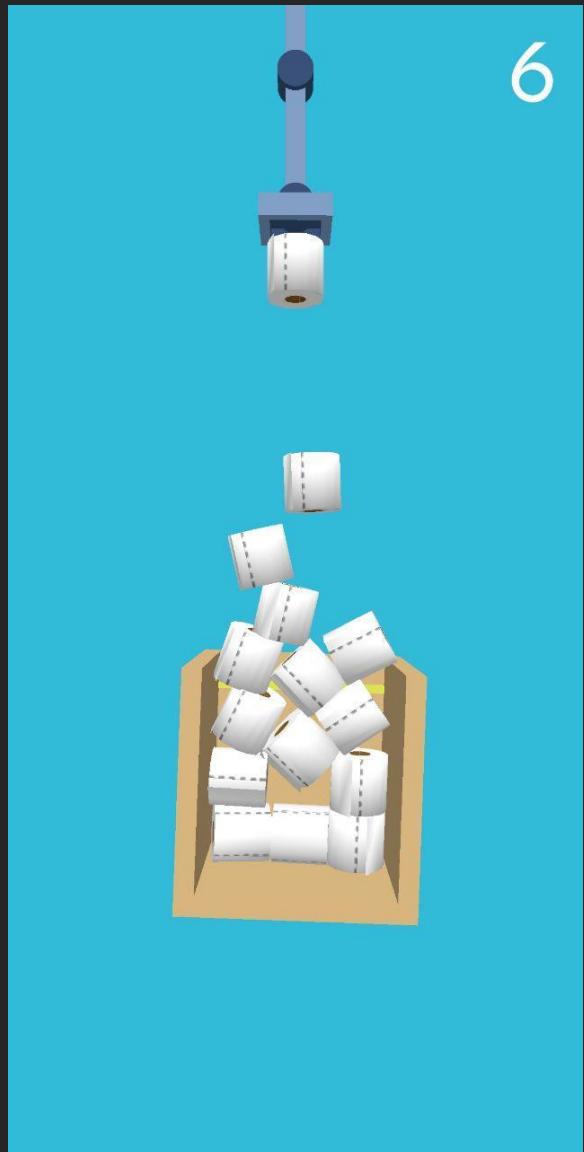
Solo Project

## Description

Stock Up! is a one-tap mobile game where you try to fill the box with toilet paper before the box flips.

## Development

The game was developed during the COVID outbreaks as a comical relief. Its aim was to criticize the toilet paper hording event that happened during the pandemic.



Gameplay Screenshots



## Hop Hop Donut (2020)

Created with Godot Engine.

<https://unsame.itch.io/hop-hop-donut>

### Role

Programming, Art, Level Design,  
Music, Sound

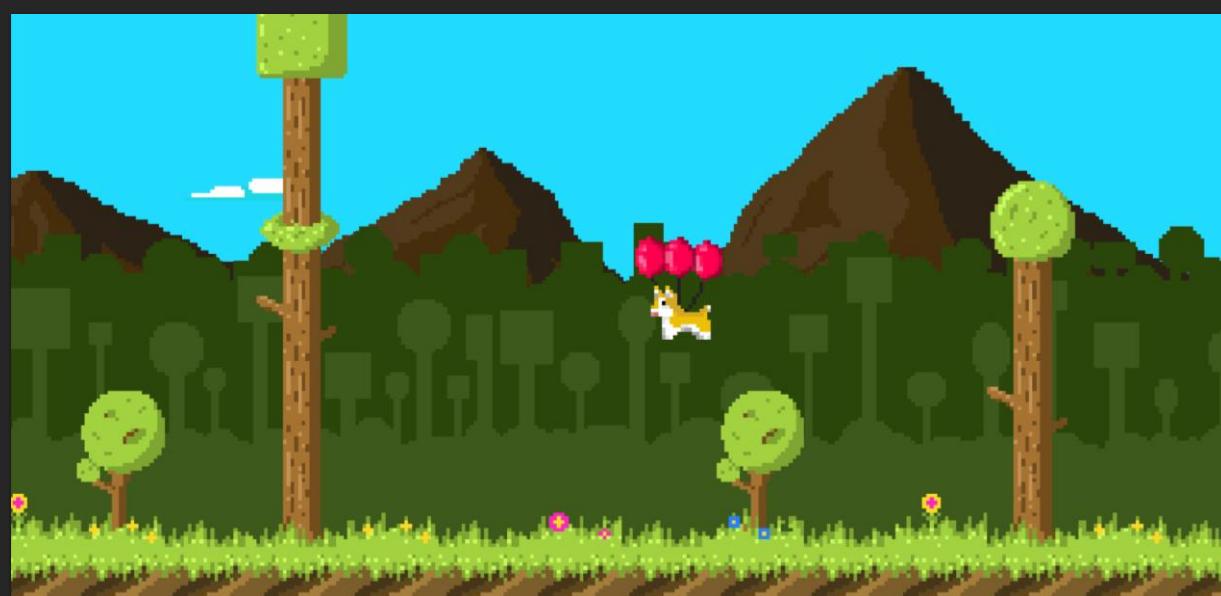
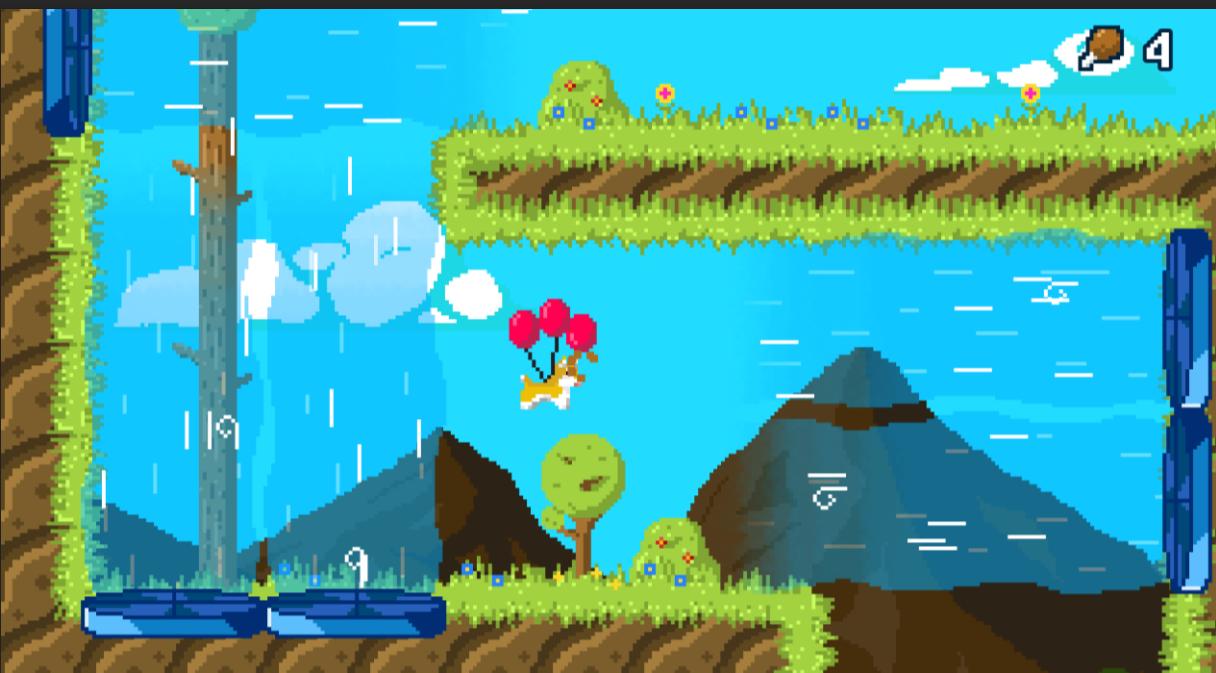
### Description

In this pixel platformer, help little corgi Donut to save his owner from the evil cats.

### Development

The game was created for CMPM 80K class at UCSC. The idea was inspired from NES game Balloon Fight. The cover designs are also featured in Tokyo in the My Famicase Exhibition.





Gameplay Screenshots



## Tho Must Destroy The Never-Ending Problematic Train of Thought (2021)

Created with Godot Engine.

<https://unsame.itch.io/problematic-train>

### Role

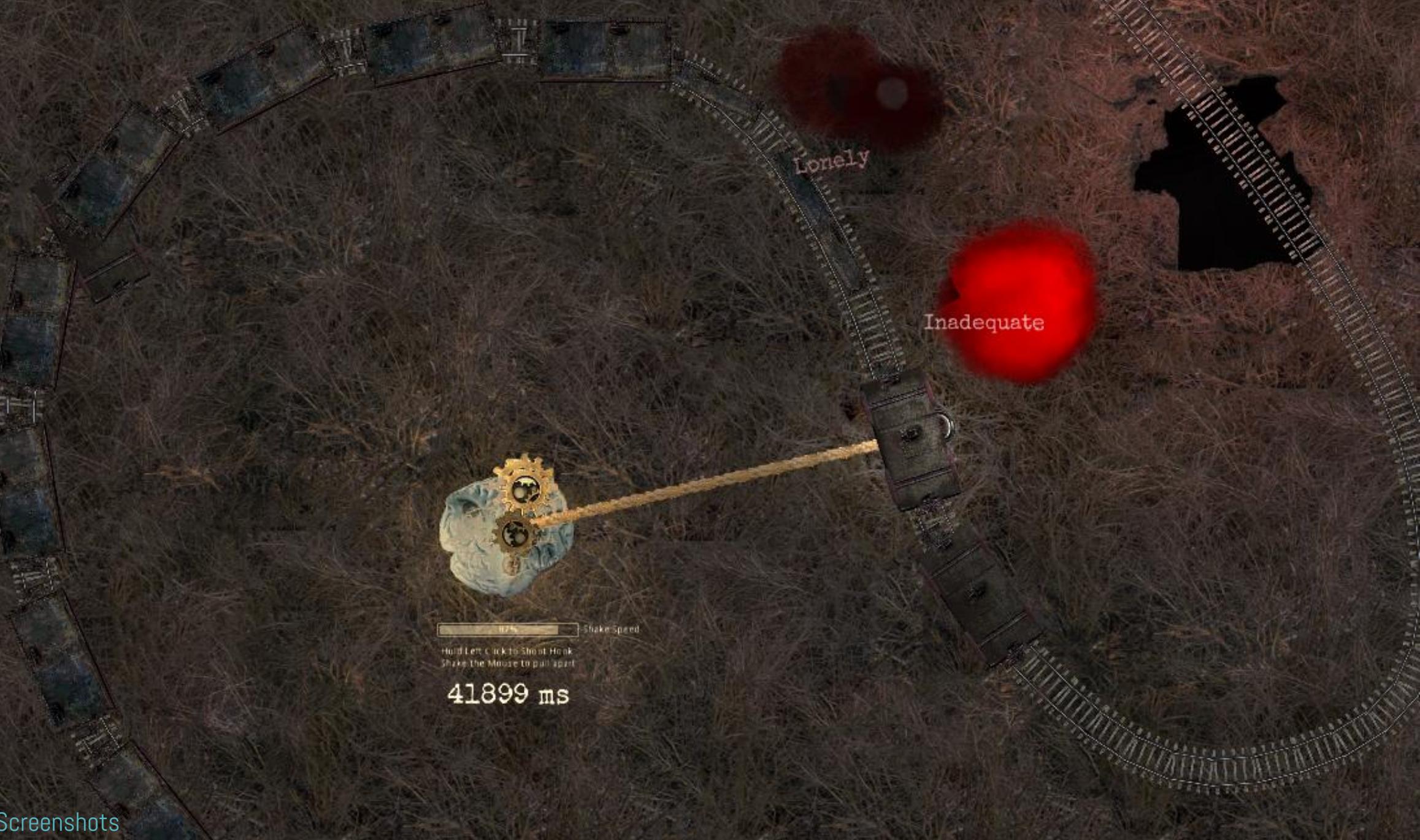
Art, Programming

### Description

"Train of Thought" is a survival puzzle game inspired by Zuma. Player can throw a hook to destroy the incoming train segments.

### Development

The game was created in 48 hours for the CiGA Jam. It was discussing how negative verbal expressions effects our thinking.





## Glitch Escape (2019)

Created with Unity.

[https://store.steampowered.com/app/1320710/Glitch\\_Escape/](https://store.steampowered.com/app/1320710/Glitch_Escape/)

### Role

3D Artist, Technical Art

### Description

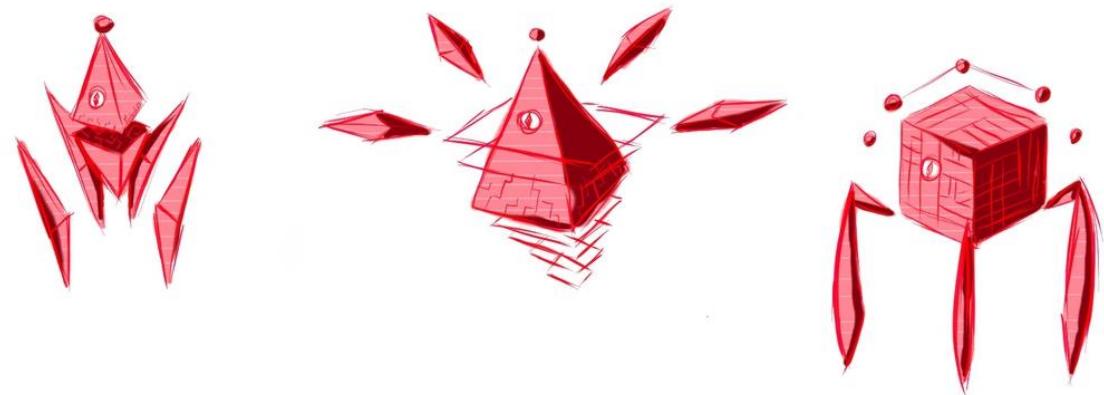
Glitch Escape is a surreal 3d platformer. Created as a UCSC senior capstone project.

### Development

I participated as an external collaborator. Worked on the environmental design, modeling, texture and shader design, particle effects, and animations for the game.

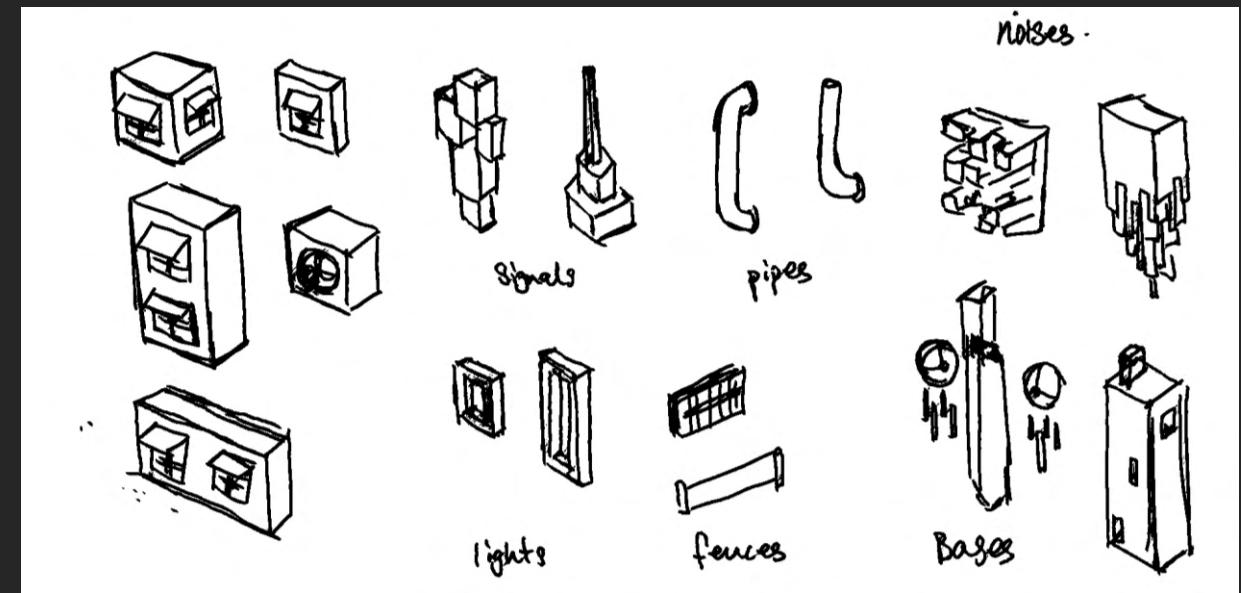
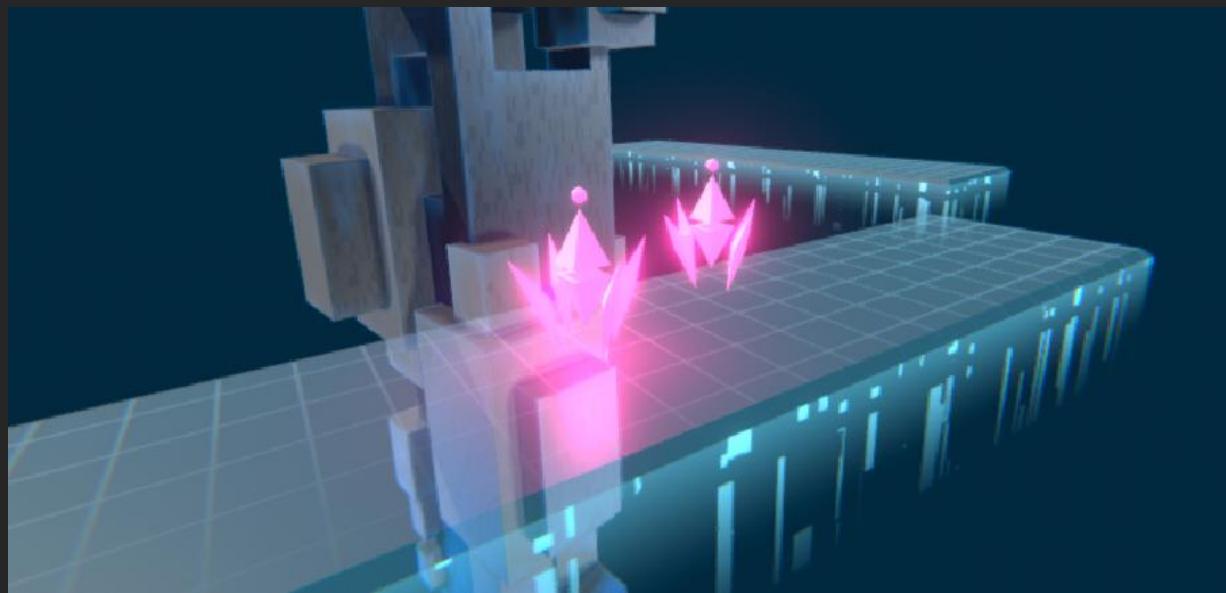


Gameplay Screenshots



### Futuristic Apartment Builds

- Boxes
- Living space
- neon light around win



Concept Designs

# 人點燭

## L I G H T E D



**LIGHTED (2021)**

Created with Roblox.

<https://www.roblox.com/games/7010863814/Lighted-The-Chinese-Folklore-Game>

### Role

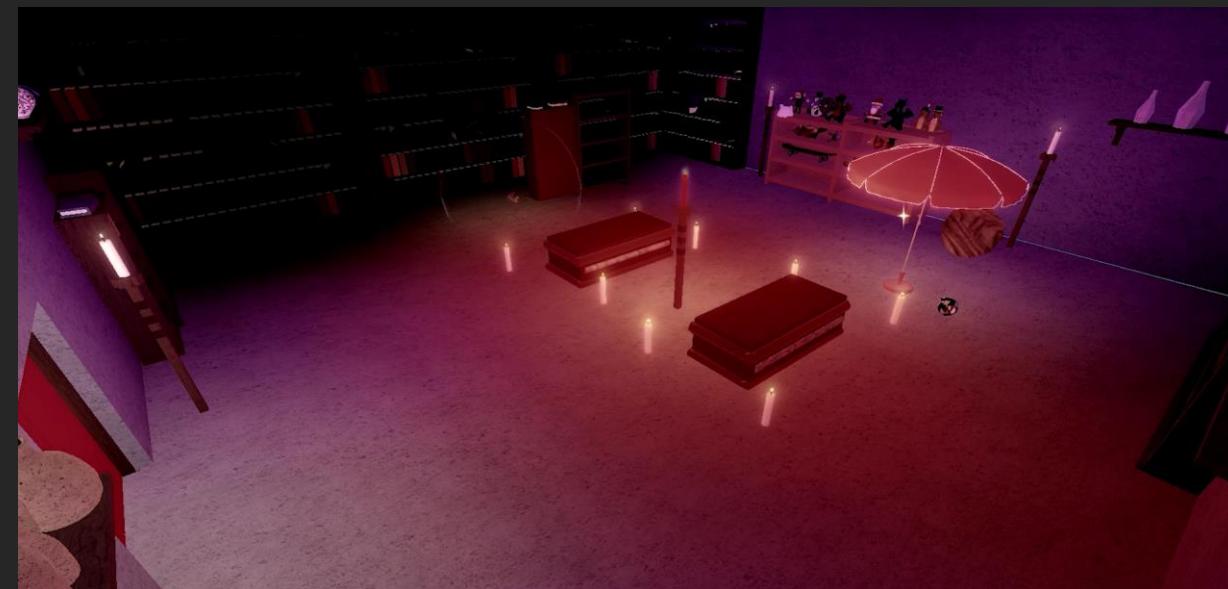
Level Designer, Art, Music

### Description

LIGHTED is a Chinese folklore adventure game. Player navigates through the Siheyuan and solves puzzles inspired by traditional folklore.

### Development

The game was created as an entry to the Roblox National Award as the winner of the "Chinese Cultural" category. I incorporated a lot of Chinese themes from my own background into the level designs.



Gameplay Screenshots



## Nystagmus (2019)

Created with Unreal Engine.

<https://store.steampowered.com/app/1033240/Nystagmus/>

### Role

Producer, 3D Artist, Sound, Story, Level Design

### Description

Nystagmus is a first-person horror game. Player must explore the deserted island and escape from monsters.

### Development

The game was developed as my high school game dev club project. I was the leader and the producer of the club. It is my first game that was published on Steam.



Gameplay Screenshots

# WISH



## WISH (2020)

Created with Unreal Engine.

### Role

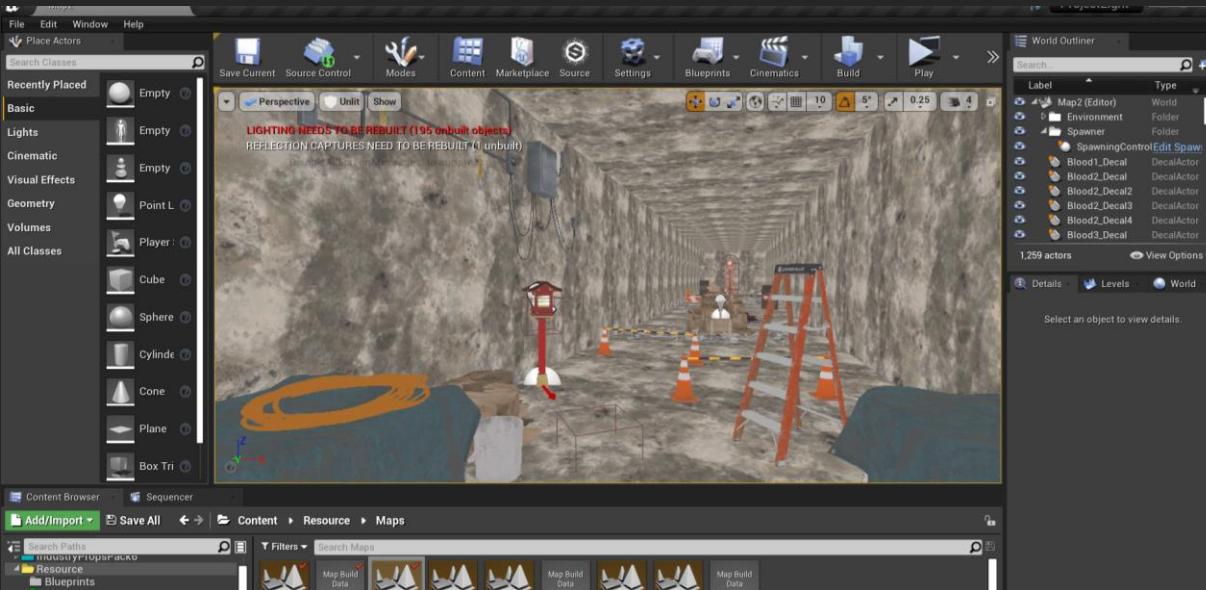
Designer, Level Design, 3D Modeling & Animation

### Description

WISH is a horror exploration game set in an abandoned factory. Player must escape the building while stopping monsters using candlelight.

### Development

Inspired by the Fatal Frame series and Japanese Folklores, we wanted to create a short horror experience that empowered those traditional cultural designs.



Gameplay Screenshots



**Return (2018)**  
Created with Unreal Engine.

**Role**  
Solo Project

**Description**  
Return is a 3D action-thriller set in a post-apocalyptic rain city. Player must explore the city and defeat different giant monsters.

**Development**  
I started on this game as a scene design and procedural generation research. The game features a procedurally generated map, with overgrown city surrounded by abandoned buildings.

RETURN



Gameplay Screenshots



Concept Designs

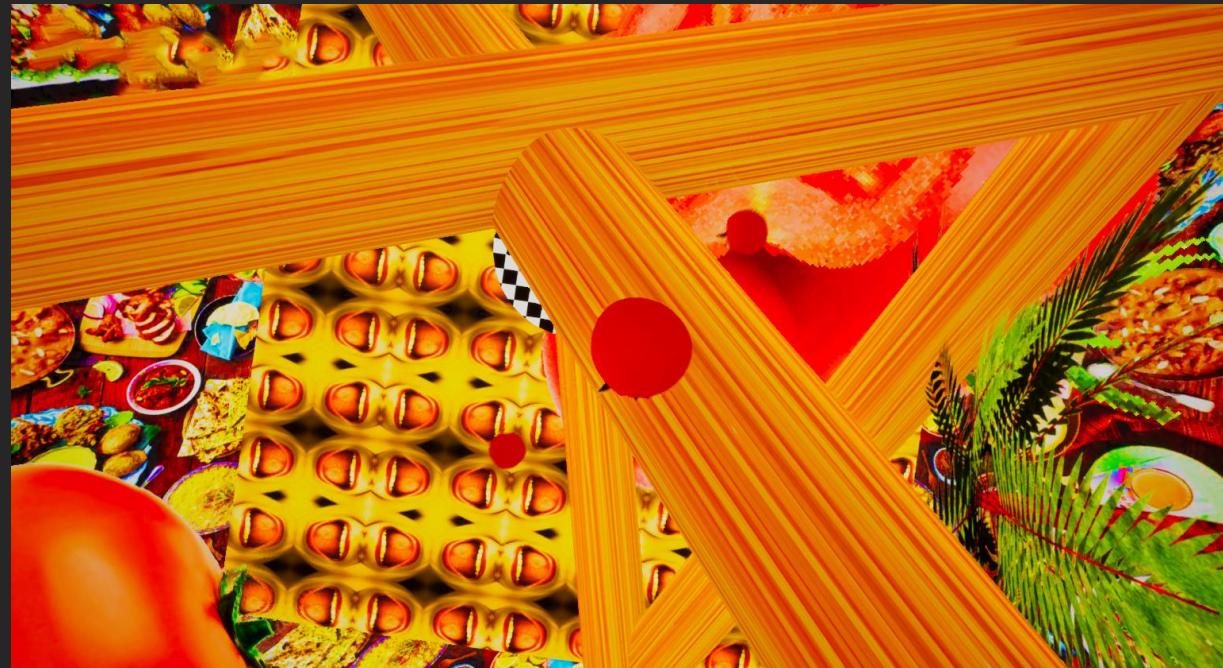


**Sleep Away (2017)**  
Created with Unreal Engine.  
<https://unsame.itch.io/sleepaway>

**Role**  
Solo Project

**Description**  
Sleep Away is an experimental adventure game. Player must navigate through the surreal landscapes and complete missions.

**Development**  
The game was created in 3 days during winter 2017. It was one of the first game projects I created with Unreal Engine. It was my attempt at creating an "vaporwave" style game design.



Concept Designs



**Project Nomad (2022)**  
Created with Godot Engine.

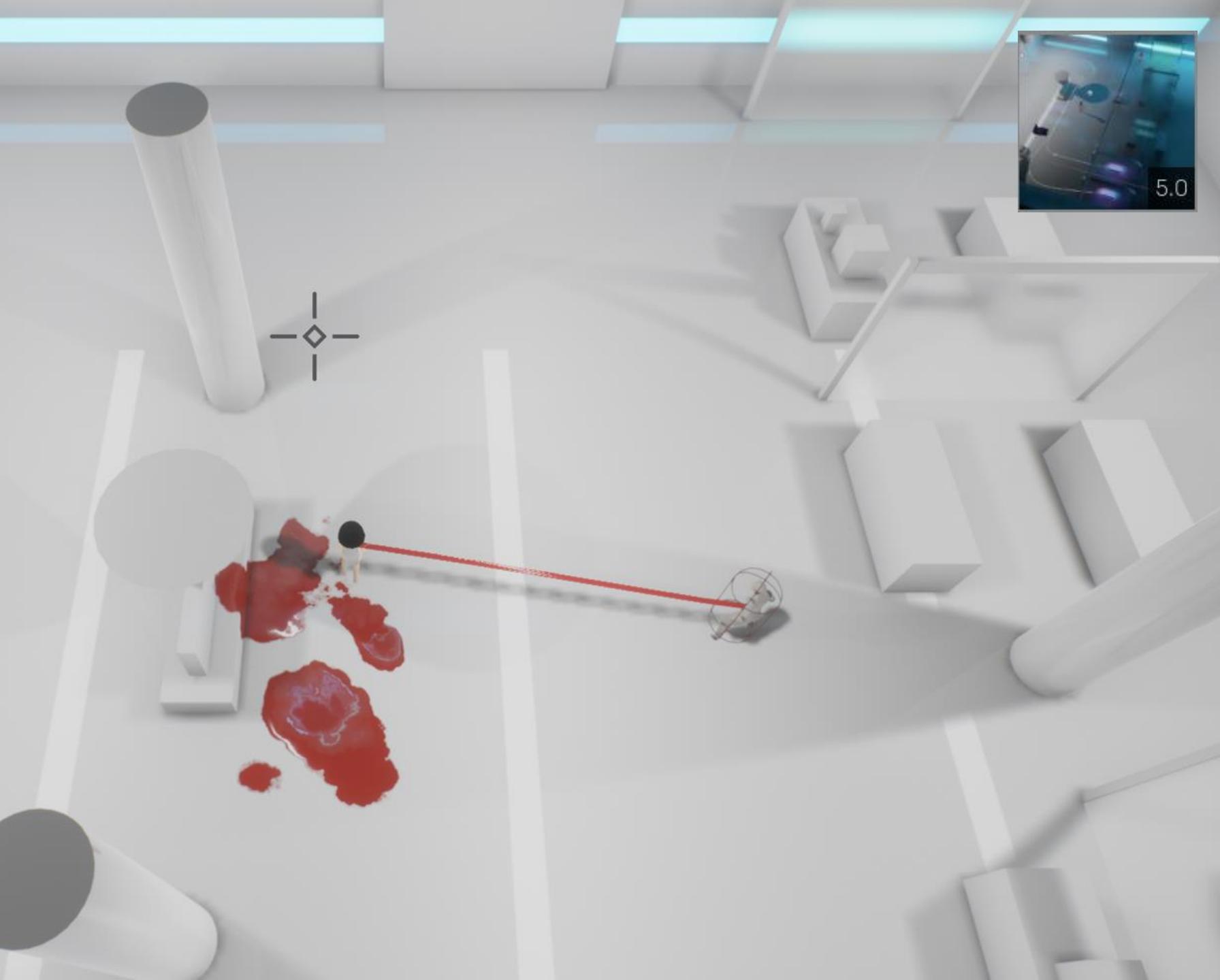
**Role**  
Game Design, Art, Programming

**Description**  
A work in progress top-down sandbox game focused on moving base. Player can construct ships and drive their ships around to explore.

**Development**  
The game was created during the internship at ChillyRoom game. We wanted to create an experimental adventure game that utilized systemic designs.



Gameplay Screenshots



## Project Tentacle (2022)

Created with Unreal Engine 5.

### Role

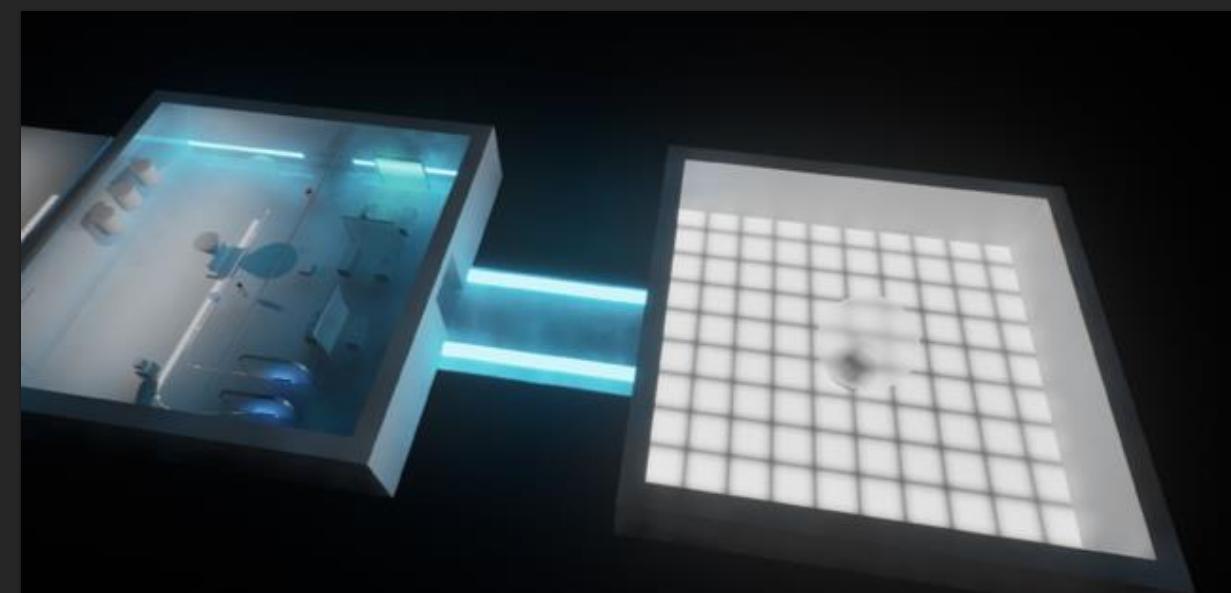
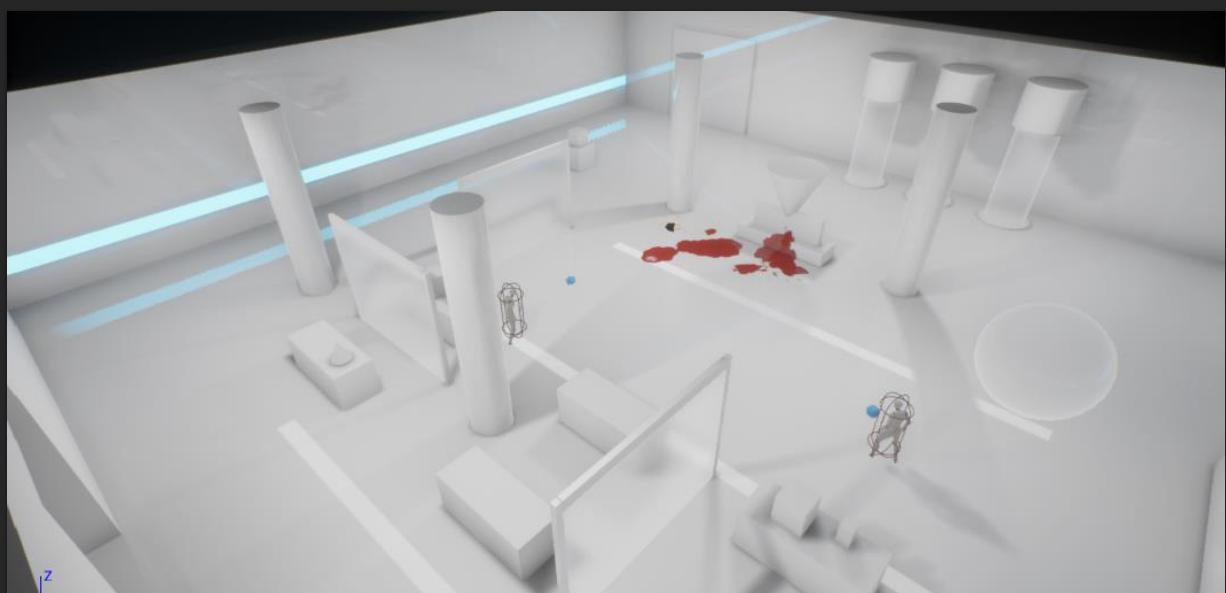
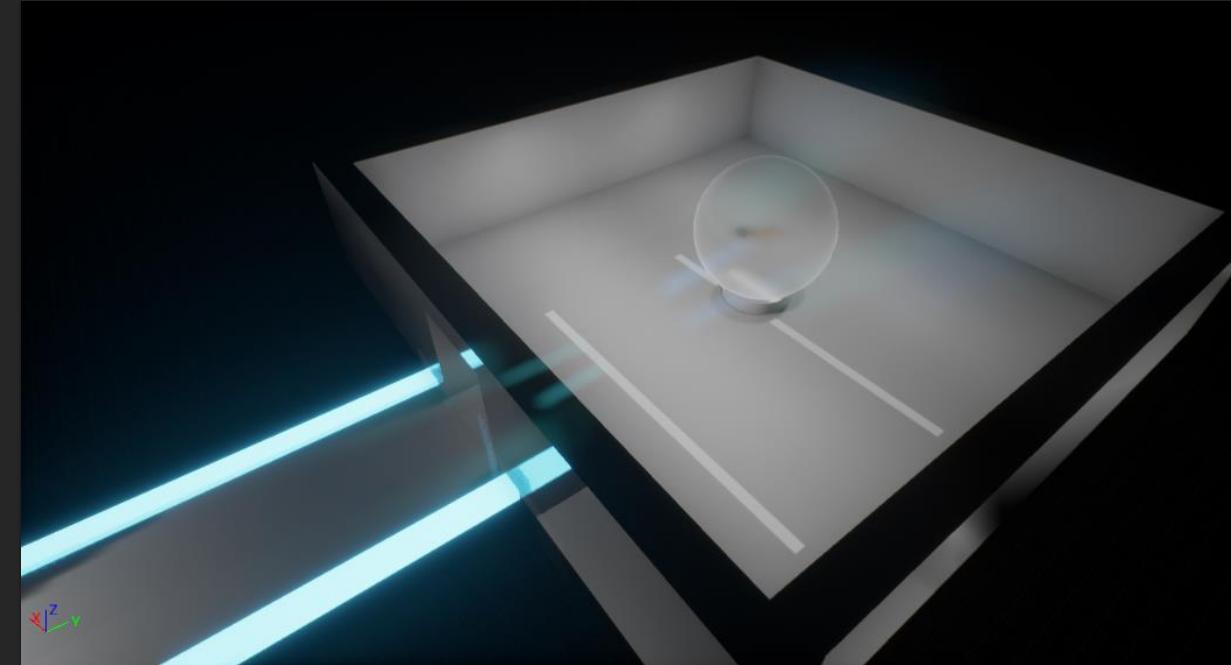
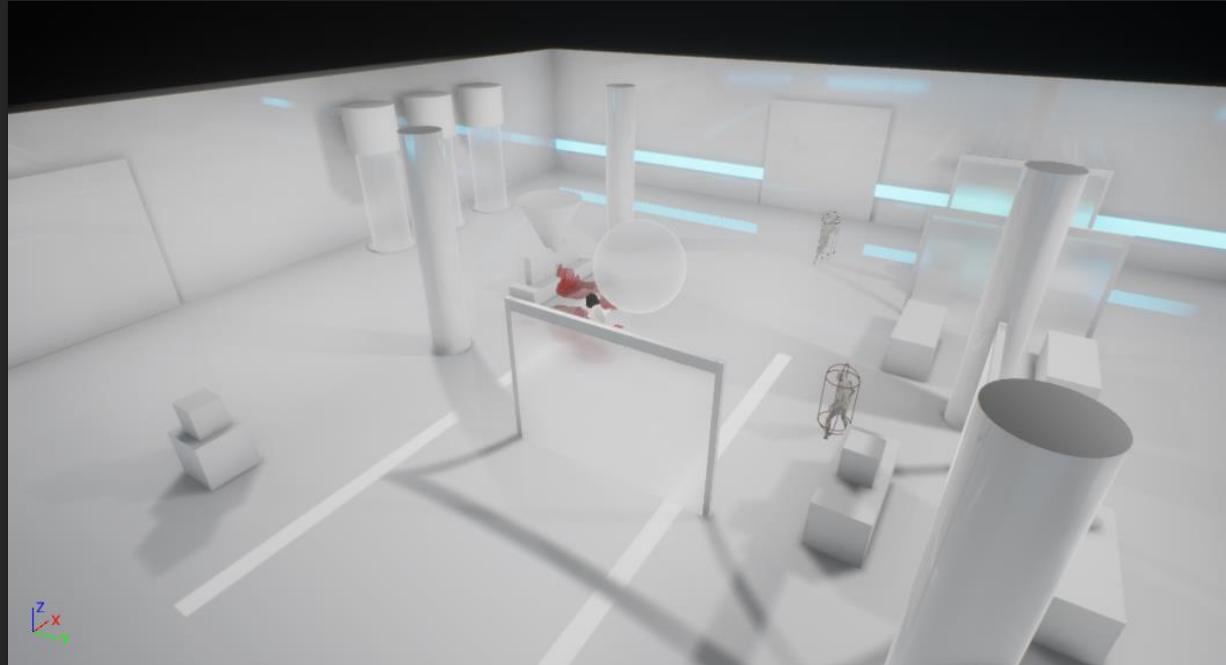
Game Design, Art, Programming

### Description

A work in progress top-down shooting game where a girl with tentacles must escape the laboratory.

### Development

We started designing the concept with the idea of controlling other characters to fight for you. During the project, we explored a lot of 3D arts and stylized designs.



Gameplay Screenshots



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