Sam Lodge
Games Designer

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Personal Statement:

I am a Final year Games Design Student focused on creating interesting and emergent mechanics in games. I create games with a distinct look and feel with player agency in all forms as a key design pillar in my games. While my degree is in Games Design I take a keen interest in all stages and roles in the game development pipeline, at University I have worked as an Artist, Developer, Tech Artist, and Designer giving me a wide range of general skills to support any project that I find myself on.

Currently, I work part-time in a faced paced kitchen has given me fast and effective communication skills.

Education:

University For The Creative Arts - BA Games Desgin   2023-2026
Barton Peveril - Diploma Barton Peveril   2021-2023
Barton Peveril - Diploma Engineering   2021-2023

Work Experiance:

Kitchen Associate | JD Wetherspoon
2025 to Present

JD Wetherspoon operates hunderades of pubs in the UK, I worked in the Rodboro Buildings in Guildford. We had a team of 4-6 in the Kitchen.

Events Staff | Five Star Events Group
May 2024 to Dec 2024

Provieded skilled set up and take down services to feastivals, stadiums, and concerts. I worked in the South Coast Crew.

Interests:

Writing
At university I was in a society where I wrote game reviews and I write short stories in my spare time

Music

I´m always looking to see when I can book my next gig, I am particularly into Metal and Psych

Cooking

I am an avid cook and I am always learning something new about food

Skills:

- Systems Design
- 3D Moddeling
- Rapid Prototyping
- Web Design

Software:

- Unreal Engine 5
- Blender
- Maya
- Git
- Photoshop
- Office