

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 fast paced kitchen has given me fast and effective communication skills.

Education:

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

Work Experience:

Kitchen Associate | JD Wetherspoon 2025 to Present

JD Wetherspoon operates hundreds 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

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

Skills:

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

Software:

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

Interests:

Writing

At university I was in a society where I wrote game reviews for the student magazine, 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