

# Sam Lodge

## Games Designer

[slodged.github.io](https://slodged.github.io)  
[samlodge255@gmail.com](mailto:samlodge255@gmail.com)  
[/in/SamLodge](https://www.linkedin.com/in/SamLodge)

(+44) 7398659599  
Guildford UK

### 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 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