

# Sam Fairclough (he/him)

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Sam Fairclough is a programmer with skills in creative problem solving and adept in turning ideas into robust solutions, years of experience developing games has furthered his confidence in meeting goals as part of a team, delivering exciting and engaging products during tight deadlines while maintaining an eye for detail.

## Experience

### Games Operative

#### **HB Leisure – Alton Towers** (Staffordshire)

March 2025 – December 2025 (9 months)

- Delivered engaging guest experiences by operating skill game attractions, managing game mechanics and prize fulfilment, and meeting sales and service targets in a fast-paced entertainment environment (over 10,000 customers daily). Maintained high standards of organisation, safety and attention to detail while developing strong customer-facing communication and teamwork skills, tailoring the customer experience to guests with accessibility requirements where possible to foster an exciting environment for all guests.

### Retail Assistant (Seasonal)

#### **Smyths Toys – Stoke-on-Trent** (Longton)

September 2024 – December 2024 (4 months)

- Provided excellent customer service, assisting with product selection to enhance the shopping experience. Managed diverse tasks across tills, deliveries, gaming, and outdoor sections with adaptability. Utilized product knowledge, particularly in gaming, to drive sales and support peak season success.

### Playtester/Games Quality Assurance (Gig Work)

#### **Aardman Interactive** – Bristol

Apr 2022 – Apr 2022 (1 month)

- Under the mentorship of Aardman Interactive's Creative Director Dan Efergan, I was responsible for providing feedback during the testing and quality assurance process for numerous in-development games, primarily suggesting solutions to make newer technologies easier to use for less experienced gamers, namely for the Meta Quest VR game 'Wallace & Gromit in the Grand Getaway' and the console game 'Chicken Run: Eggstraction' for Netflix.

#### **Netflix** – Remote

2024

- Provided remote support in QA/testing for a currently under NDA commercial game by Netflix.

## Education

### University of Staffordshire

BSc Hons Computer Games Programming (w/ 1st Class Hons)

Key Modules: Artificial Intelligence, Low Level Program Optimisation, Rapid Games Prototyping, Collaborative Games Development

### City of Stoke on Trent Sixth Form College

BTEC Level 3 National Diploma RQF (720) in Digital Games Design and Development (D\*D\*), Eduqas GCE A Level (A) in Media Studies

Key Modules: Digital Games Production, Games, Concept Art for Computer Games, 3D Modelling, 3D Environments, 3D Digital Animation.

Trentham Academy - GCSE: English Lit. (7), Mathematics (7), Combined Science (8-7), Computer Science (8) etc.

## Projects

### Thr33 Sixt33n – Social Media Management

Created graphics, 3D assets and managed social media for local band Thr33 Sixt33n, boosting their online presence and audience engagement.

### UKIF's #RaiseTheGame 2023

Spoke on a seminar panel for The Association for UK Interactive Entertainment's #RaiseTheGame event, discussing how the UK games industry could do more to support graduates from various cultural socioeconomic backgrounds.

### Junior Programmer – Project Shanties

Collaborated as a Junior Programmer in a 30+ member team across Staffordshire and London to successfully develop a 3D adventure prototype using Unreal Engine.

### The VCCP Stoke Student Challenge 2021 (Winner)

I was a member of the winning team for the VCCP advertising agency's Student Challenge, a collaborative media creation and networking project over the course of 3 months which finalised in a weeklong rapid advertisement creation project – for which I was responsible for filming and editing footage.

### AccessVFX Games Industry Mentorship

Worked alongside Daniel Efergan from Aardman Interactive as a mentee, furthering my understanding of one of the UK's fastest growing industries.

## Qualities

• Team-Focused • Attentive • Goal-Oriented • Creative • Solution-Focused • Inclusive • Organised • Detail-Focused