Samuel Johnson
Game Designer

Profile

Experienced game designer and graduate game design student from Staffordshire University. Passionate about game design and programming, having participated in multiple games jams to hone my skills. I have strong problem solving skills, a strong work ethic, and I work well in a team. In my free time I like to experiment with arduinos and practice my C++.

Experience

Student Demonstrator | 2024-2024 | Unitemps
Teaching Assistant. This job required guiding other students through their foundation year at Staffordshire University and helping solve technical design and programming problems. I also helped the lecturers when required.

Mail Sorter | 2024 - 2024 | Royal Mail
In this role as a mail sorter for Royal Mail I developed my team work and critical thinking skills.

Graduate Project Officer | 2025 - 2025 | Unitemps
Game Design. In this role for Staffordshire University I worked as part of their in house studio. I was tasked with working as part of a team to create a pitch and then vertical slice for a game. In this role I developed my game design skills and further developed my team work.

Self-Employed QA / Product Testing | 2025 - 2025
Self-employed quality assurance and product testing for East Point Global. The job required me to methodically test products and write up the results with a conclusion.

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Education

2021 | Level 4 Diploma in Work Principles and Practice of Games Design and Production | East Norfolk Sixth Form College

2024 | BSC (H) Computer Gameplay Design and Production | Staffordshire University

Skills

- Teamwork
- Problem Solving
- Communication
- Unreal Engine C++
- Unreal Engine Blueprints