

Sam Howels Game Designer

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Key Skills

Development:

- Experienced designer with 5+ years of professional employment, striving to build engaging and unique gameplay experiences with talented people.
- Proven level and technical design skills demonstrated over 3 shipped titles and 7 projects with additional work in mechanics, systems and cinematic design.
- Ability to take owned design elements from concept to final execution whilst meeting narrative, artistic and performance requirements.
- Strong passion for visual scripting with a focus on readable and optimal setups, enabling fast and effective prototyping.
- Enthusiastic member of a development team with good communication skills across all departments. Able to thoroughly present ideas and implementations both verbally and on paper.

Technical:

- Strongly proficient in CryENGINE and its sub editors with 7+ years' experience.
- Working knowledge of Unreal, Source and Unity – quick to learn new tools and apply them.
- Familiar with written scripting languages such as Javascript and Python.
- Experience with 3rd party development software such as Perforce, Jira, Hansoft, Devtrack etc.
- Familiar with image editing software (e.g. Photoshop, GIMP) and general office software (Word, Powerpoint, Excel, Outlook) used in day to day development.

Experience

Crytek UK (2011 - Present):

Homefront: The Revolution – September 2012 to present - (Senior Designer):

- Produced the 2014 E3 [gameplay demo](#), requiring scripting a representative slice of the game while driving refinements from other departments to achieve final video capture.
- Led a team of developers to design and produce improvements to the core combat design in order to deliver the guerrilla warfare vision (results of which are shown in the E3 gameplay).
- Responsible for taking multiple singleplayer levels from pre-production to "hardening" phase during initial story campaign development.
- Tasked with owning elements of every internal vertical slice, proof of concept and key prototype deliverable in order to drive them to desired quality level.
- Responsible for design, implementation and maintenance of a number of core open world objective types, as well as prefabricating gameplay setups to reduce workload for designers.
- Reviewed design team scripted content over the course of production to ensure the work being produced was clean, optimal and well organised.
- Pushed tools side improvements over course of production, and authored scripts to help designers automate repetitive editor operations.
- Won an internal "Hero" award for constantly working to share tools knowledge and workflow improvements with colleagues across multiple departments throughout the project.

Crysis 3 Multiplayer – July 2012 to September 2012 (Designer):

- Design and prototype work on the Pinger and VTOL multiplayer features.

Unannounced FPS Project – September 2011 to July 2012 (Designer):

- One of the primary designers delivering initial gameplay prototypes, proof of concept work, builds and video footage for publisher pitches during pre-production.

Crysis 1 for Consoles – June 2011 to September 2011 (Designer):

- With experience from previous CryENGINE projects, was tasked with polish and bugfix work for the more complex setups in the game alongside setting up workshops to distribute this knowledge to the team.
- Owned the "Contact" and "Exodus" levels and took these to final, requiring complete rebuild of elements of levels to improve quality, stability and performance.
- In addition to level responsibilities, was tasked with optimising and improving gamewide logic setup including checkpoints, tutorials and achievements.

Crysis 2 Multiplayer DLC – January 2011 to June 2011 (Designer):

- Designed and produced the "Prism" and "5th Avenue" multiplayer DLC maps included in the "Decimation" map pack.

Crytek Frankfurt (2009 - 2011):

Crysis 2 Singleplayer – December 2009 to January 2011 (Junior Level Designer):

- Designed, produced and maintained action bubbles for "Semper Fi or Die".
- Completely rebuilt the final level "A Walk In The Park" alongside other designers during final stages of pre-alpha in order to meet the remaining production scope.
- Additional level design and scripting on "Corporate Collapse", "Train To Catch", "Power Out" and "Masks Off".
- Pre-vis, prototyping and game implementation of the "synced kills" feature for singleplayer.

Unannounced Co-op FPS Project – September 2009 to December 2009 (Intern Level Designer):

- Responsible for level design and scripting of a "home base" hub area of the game which additionally doubled as the tutorial level for a pre-production deliverable.

Crymod (Crydev.net) – March 2009 to September 2009 (Community Representative):

- Contributed CryENGINE reference, tutorials and flowgraph samples to the website wiki as well as interfaced directly with the community providing CryENGINE editor support in the forums.
- Managed the 15+ strong volunteer staff team responsible for news posts, download database management and wiki maintenance.
- Worked with the Crytek community team to organise events, competitions, site improvements etc.