

# Sam Howels Designer

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## Key Skills

### Development:

- Experienced designer with over 6 years of professional employment, striving to build engaging and unique experiences with talented people.
- Proven level and technical design skills demonstrated over 4 shipped titles and 7 projects with additional work in pre-visualisation, mechanics, systems and cinematic design.
- Ability to take owned levels and systems from concept to final implementation whilst meeting narrative, artistic and technical requirements.
- A strong passion for scripting both level flows and set pieces, utilising this to create content which delivers a compelling experience both mechanically and narratively.
- 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 8+ years' experience.
- Familiar with Unreal, Source and Unity – quick to learn new tools and apply them.
- Competent with written scripting languages such as Javascript and Python.
- Experienced with 3<sup>rd</sup> party development software (e.g. Perforce, Jira, Hansoft, Devtrack) and with general office applications used in day to day production.

## Experience

### Deep Silver Dambuster Studios (August 2014 - Present):

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

- Responsible for taking multiple singleplayer levels from pre-production to “hardening” phase during the game’s initial linear campaign format, and for providing final rework and polish on multiple existing open world missions selected as requiring significant improvements before ship.
- Having identified issues with the “Red Zone” portion of the game’s open world, produced a pre-visualisation of systemic and atmospheric improvements, and consequently led their implementation into a renewed direction of the zone’s development.
- Tasked with producing and owning elements of all internal vertical slices, public demos, proof of concepts and key prototype deliverables in order to drive them to the desired quality level.
- Reviewed design team content over the course of production to ensure good working practices and clean scripting, as well as pre-fabricating many open world setups to ensure consistent implementation across the game.
- Worked with the tools team closely to push usability and efficiency improvements over the course of production, as well as authoring Python scripts to help editor users automate repetitive and frequently performed operations.

## Crytek UK (January 2011 – August 2014):

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

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

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

- Delivered 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*):

- Owned the "Contact" and "Exodus" levels to final, requiring full rebuilds of various elements to improve quality, reliability and performance.
- In addition to owned level responsibilities, was tasked with fixing, optimising and improving gamewide logic setup including cinematics, checkpoints, tutorials and achievements. setting up workshops to distribute engine knowledge to the team.

Crysis 2 Multiplayer DLC – January 2011 to June 2011 (*Junior Level Designer* → *Designer*):

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

## Crytek Frankfurt (March 2009 – January 2011):

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

- Designed, produced and maintained action bubbles for the "Semper Fi or Die" mission.
- Took over and redesigned the "A Walk In The Park" mission with senior design team members during the final stages of pre-alpha in order to meet the remaining production scope.
- Additional level flow polish and scripting on "Corporate Collapse", "Train To Catch", "Power Out" and "Masks Off".
- Pre-visualisation, prototyping and game implementation of the "synced kills" feature.

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 doubled as the tutorial level for a pre-production deliverable.

CryMod.com (now CRYENGINE.com) – March 2009 to September 2009 (*Community Representative*):

- Worked externally to contribute CryENGINE reference, tutorials and flowgraph samples to the website wiki, as well as interacting directly with the community providing editor support.
- 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 and site improvements.

## Notable Additional Work:

CryENGINE Game Development Blueprints – August 2015 (*Author*):

- Co-wrote a 322 page book on developing content for CryENGINE, giving a grounding on creating singleplayer level setups within the Sandbox editor toolset.

EGX Rezzed Sessions – Game Design Across Genres – September 2015 (*Speaker*):

- Spoke alongside other games industry designers about the differences and similarities in design across genres, and gave a presentation on "Pre-Visualisation and the Design of the Open World".