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Introduction

Hi, there! My name is Sammy and I'm a recent graduate of a Game Design program looking to break into the games industry! Throughout my time in university, I acted as a generalist and developed strong skills in level design, narrative design and game programming. Through the combination of narrative and gameplay, I hope to develop games that are both fun to play and memorable! Although I am only beginning my career, I am excited to take on all prospective challenges!

Education

New York University (2020)
New York, New York, USA

- Bachelor of Fine Arts in Game Design
- Minor in Computer Science
- Minor in Japanese
- *Magna Cum Laude*

Lexington High School (2016)
Lexington, Massachusetts, USA

- High School Diploma

Programs

Waseda International Exchange Program (Spring 2019)
As the most competitive exchange program offered at NYU, the opportunity to study at Waseda University in Japan was one of my highest achievements during my time in university. Whilst in Japan, I greatly improved my social skills by interacting with students from all over the world and advanced my abilities in Japanese. I also focused on studying games in Japan and came to understand the differences between the Japanese and American games industries and the games they produce.

Skills

Design Documenation
Game Balancing
Playtesting

Narrative Design
Level Design
Technical Design

Applications

Unity   Photoshop   Maya   Unreal

Programming Languages

C#   Java   Blueprint   Python

Projects

"after us, the flood" (Spring 2020)
This year I joined a three-person team to develop a game called "after us, the flood", a 2D PC narrative game with rhythm mechanics made in Unity. My roles on the project included programmer and game designer. When I joined, the rhythm game was already implemented, but I was tasked with re-engineering and balancing it. Although time was limited and it pushed the limits of my programming abilities, I was able to redevelop the rhythm game and tweak its design to balance the difficulty and make it more intuitive to play!

"Cloud Forest" (Spring 2020)
As part of the final project for a Level Design course, I worked on a team of three people to make a walking simulator with environment puzzles using Unreal Engine. My role on the project was lead 3D artist. I was responsible for making all of the 3D models in Maya and deeply involved in creating materials for all of the game's visual assets. Through this project, I learned a lot about both Unreal Engine and leadership in designing a visual aesthetic for a game.

Experience

Games for Change Programs & Operations Intern (Sep 2018 ~ Dec 2018)
As the Programs and Operations Intern, I worked closely with the Operations Manager to coordinate the NYC Student Challenge, write forum posts, attend game jams, and research games and game developers. Additionally, through this internship, I was able to visit game offices, meet game developers and gain insight to the games industry.