SAM QUIST

Game Design Student

780-394-7944
samuel.quist@hotmail.com
www.linkedin.com/in/sam-quist/
samquist.github.io/

SUMMARY

Sam is a hard-working and ambitious game designer, currently studying in a diploma program to learn more about professional game development. He is a fast learner, with a positive attitude and eagerness to create great games.

PROJECTS

"Samurai Koi and the Bubble Wand"   *Global Game Jam 2025 | January 2025*

Collaborated with fellow indie devs to create a 2D sidescroller game in Unity, over 48 hours, for the theme "bubble".
- Pitched game concept and mechanics.
- Drew all pixel art sprites for the player character.
- Established level design and scripted animations in C#.

"Underpromotion"   *Return Zero Productions | April 2023*

Collaborated with fellow students to create a chess-inspired puzzle game in RPG Maker MV, over three months.
- Pitched game concept and mechanics, which won the school's Outstanding Game Mechanics award.
- Drew pixel art sprites for UI and characters.
- Led narrative design and wrote the game's script.

EDUCATION

Diploma - Game Design   *Northern Alberta Institute of Technology | Sep. 2024 - Apr. 2026*

Studying to create 3D objects for video games, including modeling, texturing, rigging, rendering, physically-based shading, and lighting.

Bachelor of Arts - Cultural Studies   *University of Alberta | Sep. 2019 - Apr. 2023*

Studied language and culture, especially their intersections with video games; researched the Aztec Empire in games to write an academic paper for an anthology.

WORK EXPERIENCE

Insolvency Analyst (seasonal)   *Goth & Company Ltd. | Apr. 2024 - Sep. 2024*

- Input and analyzed client information for trustees.
- Extensive training and leadership for an influx of 4 new employees over a single month.

Shelving Assistant Monitor   *University of Alberta | Aug. 2021 - Dec. 2022*

- Led a team of employees to organize books and other material across the University of Alberta collections.

PROGRAMS & LANGUAGES

- Autodesk Maya
- Unity
- Quixel Mixer
- GitHub
- Figma
- Atlassian (Jira)
- Adobe Creative Suite
- Visual Studio
- C#
- HTML & CSS
- Python

KEY SKILLS

- Clear and exact communicator and team player
- Critical and analytical thinker
- Willing and fast learner
- Flexible and adaptable
- Organized and detail-oriented