

Sam Quist

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Summary

A fresh and ambitious game designer, currently studying game design and making as many games as possible along the way. He is a fast learner and a self-motivated, creative mind.

Projects

Side Job Steve

June 2025

Lead Game Designer, Lead Artist

- Designed and pitched the mechanics and side goals for a collaborative game project.
- Worked in Aseprite and Unity to draw sprites, then animate and implement them.
- Performed playtests and bug testing, tweaked values, then implemented them via GitHub.
- Game won third-best overall in Alberta Slow Jam 2025.

Underpromotion

Apr. 2023

Lead Game Designer, Lead Writer, Artist

- Pitched game design for a chess-inspired top-down puzzle game; led game development pipeline by working closely with a team and playtesters in Jira and GitHub.
- Worked in RPG Maker MV and Photoshop to draw, animate, and script the game sprites.
- Won the student award for Best Game Mechanics 2023 at University of Alberta.

High & Dry

In progress

Sole Game Designer, Artist, Programmer

- Prototyping an open-world 3D platformer game in Unreal with Blueprints and Fab assets.

Education

University of Alberta

May 2023

Bachelor of Arts Degree in Cultural Studies

- Studied culture and gaming; publishing a research paper on the Aztec Empire in games.

Northern Alberta Institute of Technology

In progress

Game Design Diploma

- Studying game development in Unity, Maya, ZBrush, Quixel, Adobe Creative, and Roblox.

Other Experience

Game Creators Space

Sep. 2025 - May 2026

Volunteer - Vice President of Operations

- Executive for the student game dev club at the Northern Alberta Institute of Technology.
- Conceptualizing and organizing a 48-hour game jam event for over 30 participants; collecting feedback on events done in previous years to refine future ones.

Goth & Company Ltd.

Apr. 2024 - Aug. 2025

Full Time - Insolvency Analyst

- Input and analyzed confidential financial information for clients.
- Performed extensive training and leadership for 4 new employees in 1 month.

Additional Experience

- Administrator of the Mega Man Wiki; organize other editors, collect feedback to manage the site, write and edit pages of my own. Experience in web design, HTML, and CSS.
- YouTube channel with gaming essays and compilations; over 7.5k subscribers (@samquik).