

Sam Fields

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Portfolio:
sefields.github.io

GitHub:
github.com/sefields

LinkedIn:
linkedin.com/in/samefields

SKILLS

Languages: C#, Java, Python, C, C++, Javascript, HTML

Technologies: Unity, Android Studio, Git, GitHub, Photoshop, WebGL, MS Office

Design: Wireframing

Methodologies: SCRUM

Hobbies / Interests: electric guitar, Disneyland

EDUCATION

University of California, Santa Cruz

BS Computer Science: Computer Game Design, graduated June 2016, GPA 3.5

EXPERIENCE

Game Design Intern, Disney Consumer Products & Interactive (June 2016 - September 2016)

- Authored and iterated on a game design document for a nurturing app targeted at children 5 & under with process-oriented gameplay and a focus on emotional payoff
- Regularly provided and documented design insight on four children's apps at various stages of development and with various payment models
- Regularly attended usability playtests to vet design and usability with target audience, reporting results and making design recommendations
- Created wireframes to present and document design ideas
- Performed comparable apps research for monetization, business models and innovative technologies
- Participated in the design and implementation (Unity, C#) of a small-scale app prototype for an internal game design exercise
- Collaborated with producers, artists, sound designers, and engineers in an agile environment

Lead Instructor, iDTech Camps (June 2015 - August 2015)

- Taught Game Design for Mobile Phones, Game Programming with Unity, Game Programming with Python, or Programming with Scratch, depending on the week
- Maintained safe and organized lab, outdoor activities
- Led instructors who came and went each week

MSI Leader (Calculus), UCSC Learning Support Services (September 2013 - March 2015)

- Calculus for Engineering and Mathematics
- Held sessions 3 times a week where I answered student questions, led discussion on class material, and provided a collaborative environment to practice and learn
- Up to 12 students / session

PROJECTS

FeatherWeight (January - June 2016)

Twitch-Integrated Arena Action

- Technical Lead / Designer, UCSC Senior Design Project
- Technologies: Unity / C#
- Rapidly iterated on design to ensure a fun product
- Programmed movement, NPC behavior, combat, and contributed to other systems whenever necessary
- Designed and implemented within a larger system that processes Twitch chat to effect changes in the game state/world.

UCSC Meal Builder (September - December 2015)

Meal Plan Micromanager App

- Front End Developer / SCRUM Master, UCSC Software Engineering course
- Technologies: Android Studio / Java / SQLite

HypeTrain (April 2014 - 2015)

2D Run and Gun Platformer | ursamajorgames.com

- Art Lead / Programmer / Designer, extracurricular team project
- Technologies: Unity, C#, Adobe Photoshop
- Designed, created, implemented art assets; animated characters, objects, environments
- Programmed scrolling environments, boss & buddy AI, "Air Gun" behavior, more
- Contributed to core mechanics and design

Stealth Invasion: Crimea! (January - March 2015)

Satirical Stealth Action | [Play](#)

- Designer / Programmer / Artist, created for UCSC Game Programming course
- Technologies: Javascript, pixi.js engine, Adobe Photoshop
- Developed and implemented core concept and mechanics, contributed art