



Sam Feng

Game Design Portfolio



Sam Feng

Game Designer & Developer, Graphic Designer

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Runway™ (2019 - 2021)

Created with Unreal Engine.

Role

Designer & Developer

Description

Runway is an action game where you can dress up and kick other models out from the stage. Play as the fabulous robot Lisa, fight against hideous models on runways around the world, and be the queen of fashion!

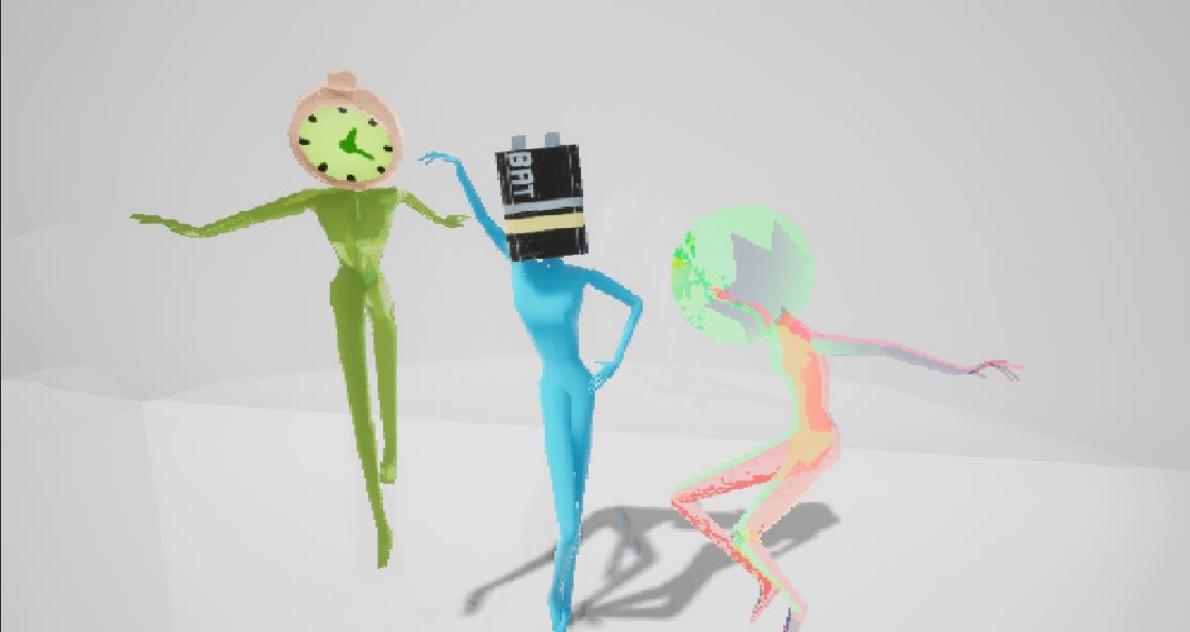
Development

I created the game during summer 2019, then have continued updating the game and publishing it on itch.io.



Gameplay Screenshots





Concept & Design

Runway's design starts with a very simple idea of making a game where you can kick other runway models off the stage.

The overall game style was inspired by the PS1 style graphics. In addition to that, I added a lot of high-quality lighting and materials to give it a unique look of modern nostalgia.



Little Cleaner (2021)

Created with Unreal Engine.

Role

Designer & Developer

Description

Little Cleaner is a 3D endless arcade game. Player controls the little rat Tata to hit the incoming trash back in the pipes.

Development

Little Cleaner was originally designed as a mobile game. The game was designed and developed by myself, and I created most of the assets for this game, including models, animations, and music.



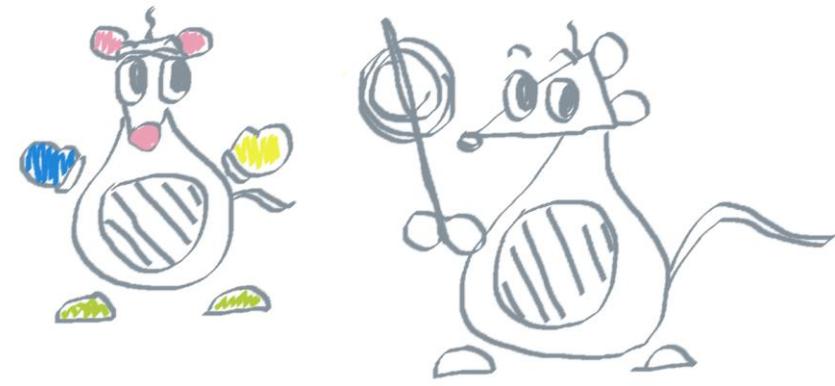
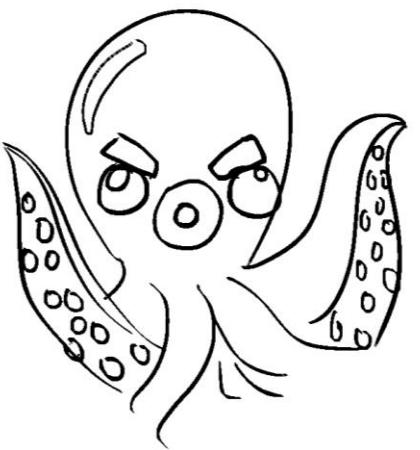
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Gameplay Screenshots



Concept Designs

KITCHEN.Ion



Kitchen.Ion (2021)
Created with Unreal Engine.

Role
Technical Art, Programming

Description
Kitchen.Ion is a top-down RTS game. Player indirectly controls a group of robots using different plug-in chips to complete food orders in a futuristic kitchen.

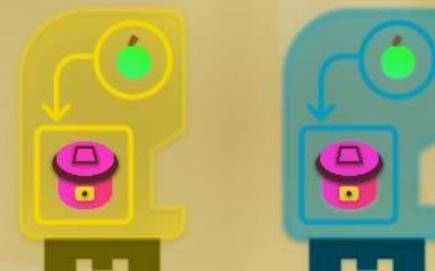
Development
Kitchen.Ion was originally created for the Global Game Jam 2020. We liked the idea and design and decided to further develop it into a full game.



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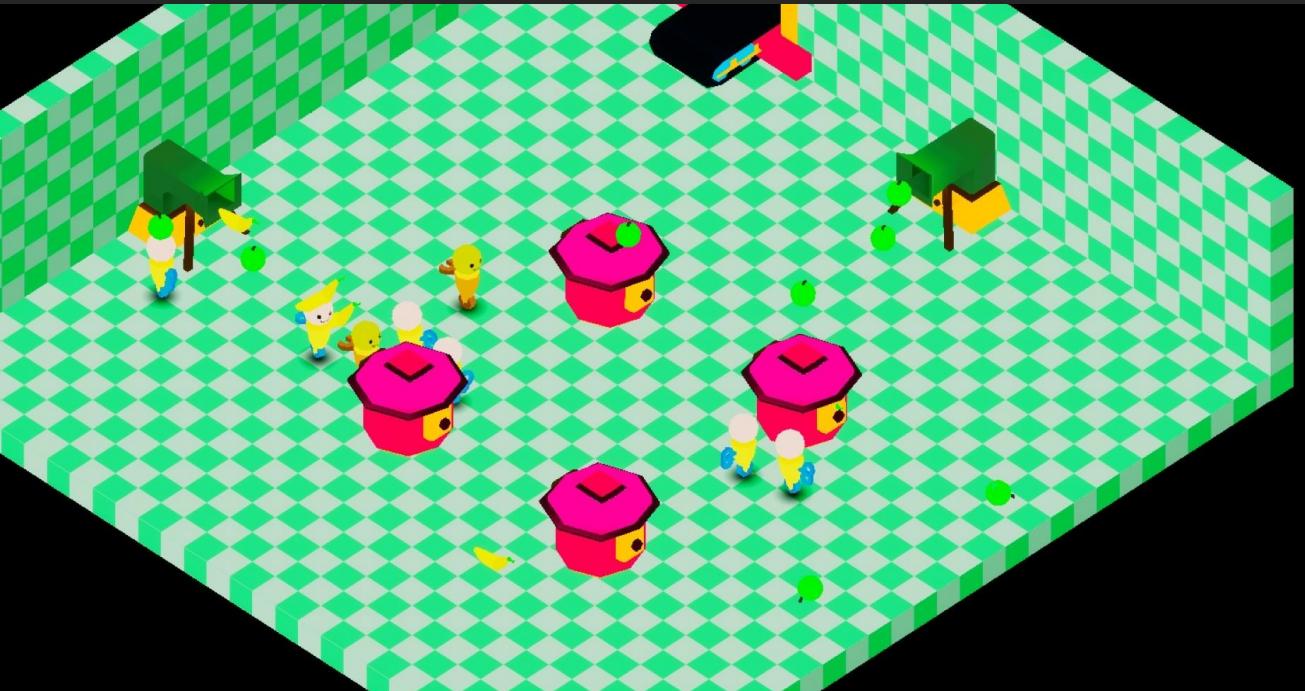
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Gameplay Screenshots

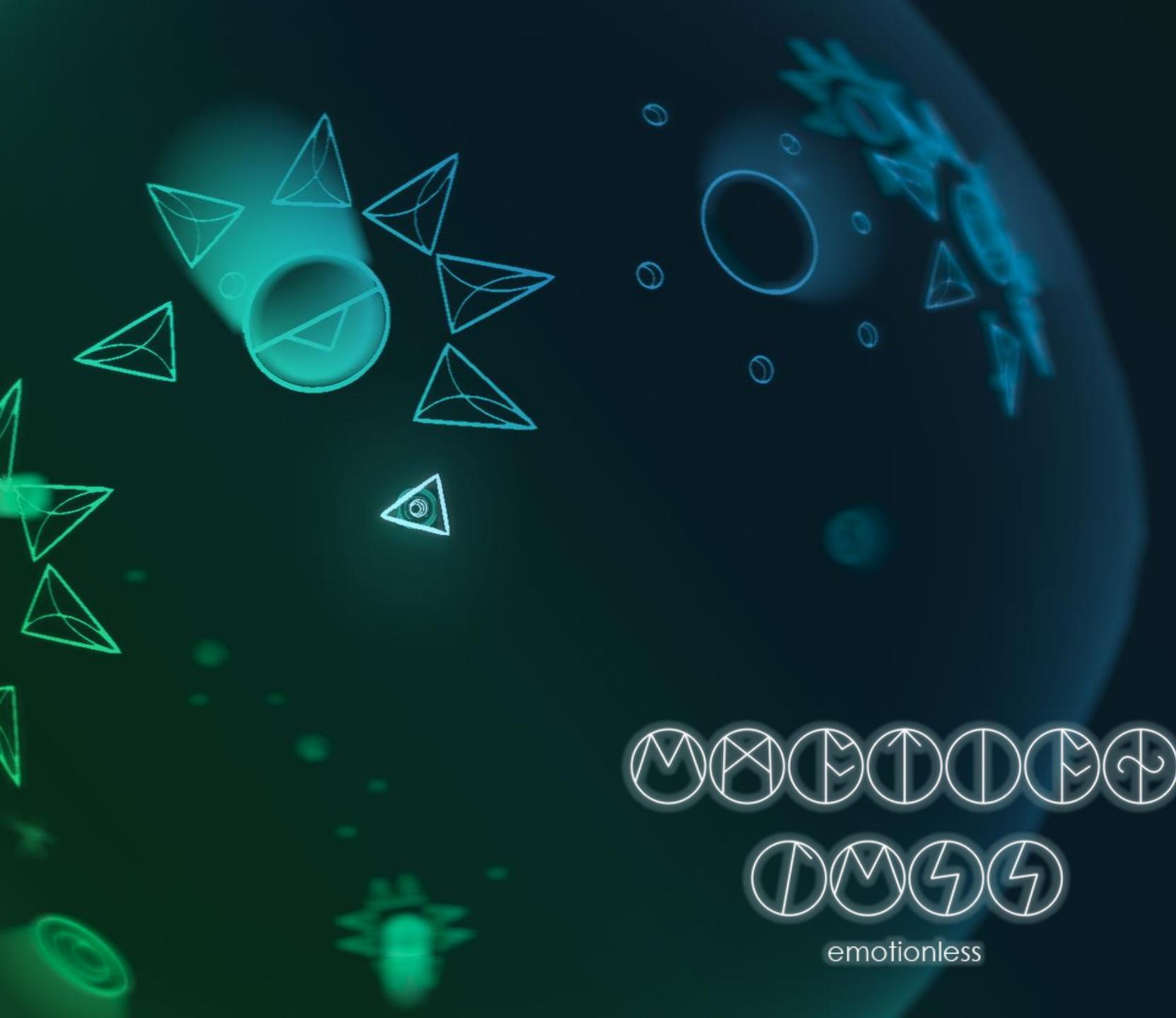


Concept & Design

Kichen.Ion started with the idea of controlling a group of robots to cook, but the robots are all very dumb and clumsy, so the players have to constantly fix them while ordering them to work.

We started with the low-poly design. Later on, I decided that it would look better with lightings and a more cartoony shading. And that became the current art direction.





Emotionless (2020)

Created with Godot Engine.

Role

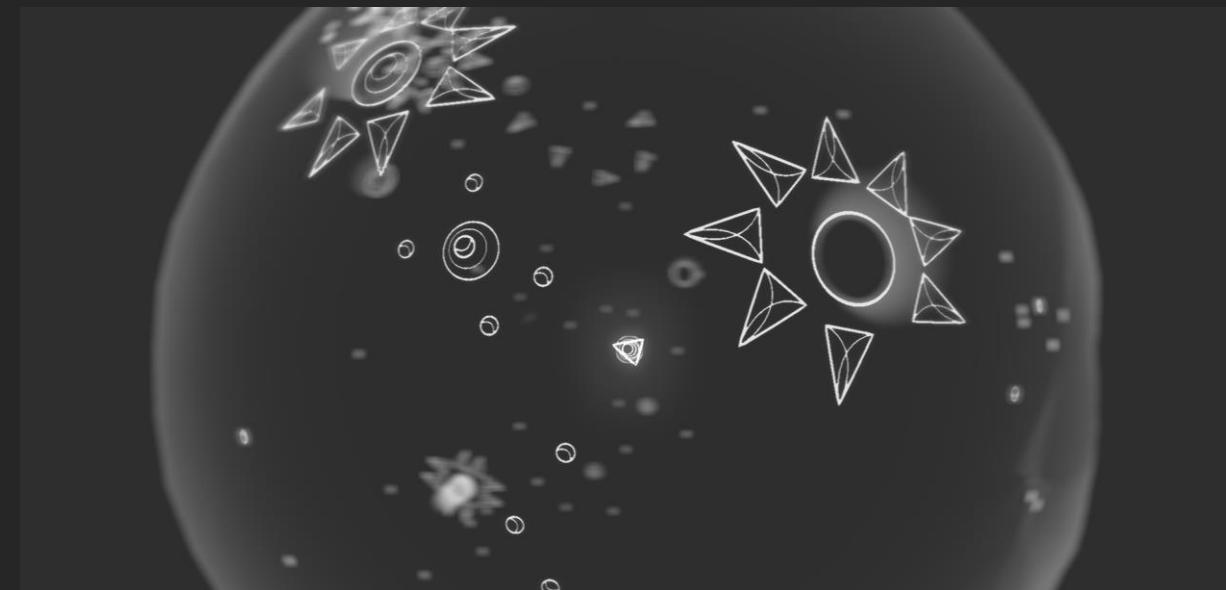
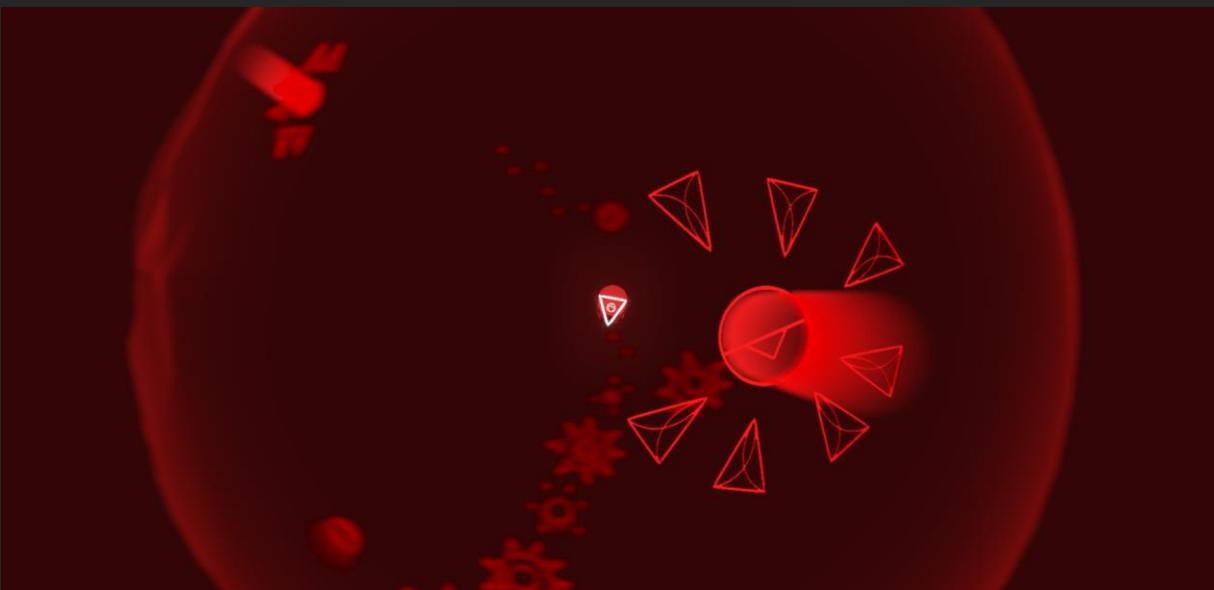
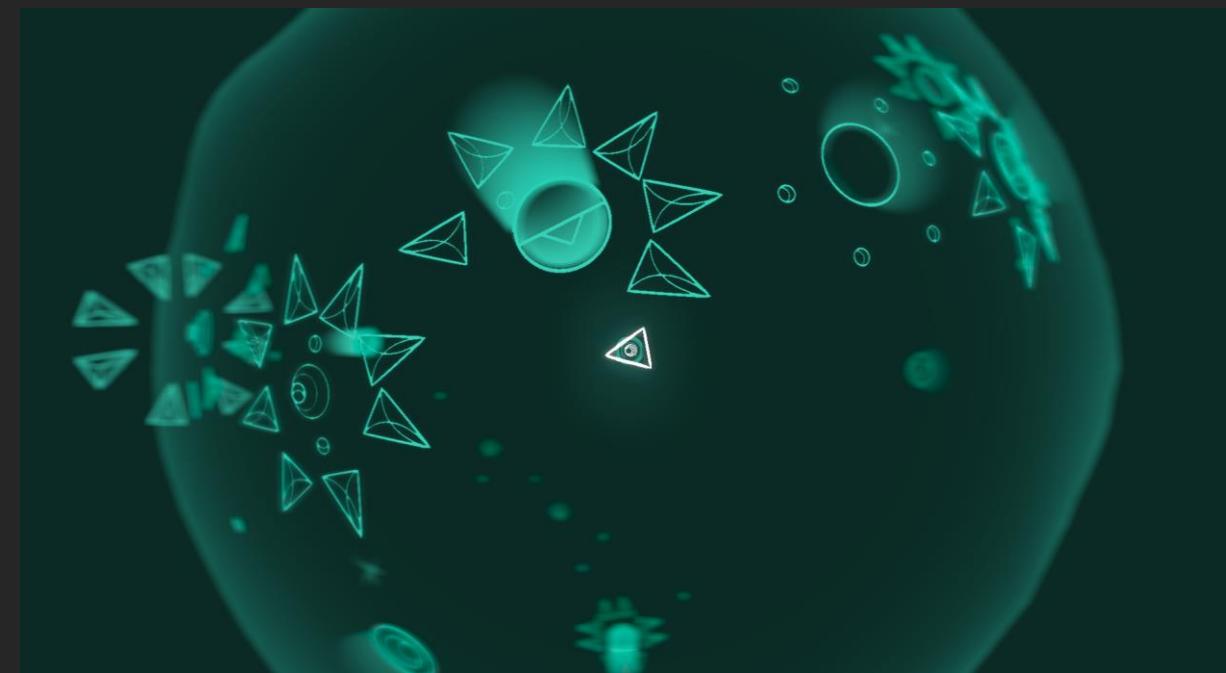
Programming, Technical Arts

Description

Emotionless is a story-driven exploration adventure game that takes place in a 3D spherical world.

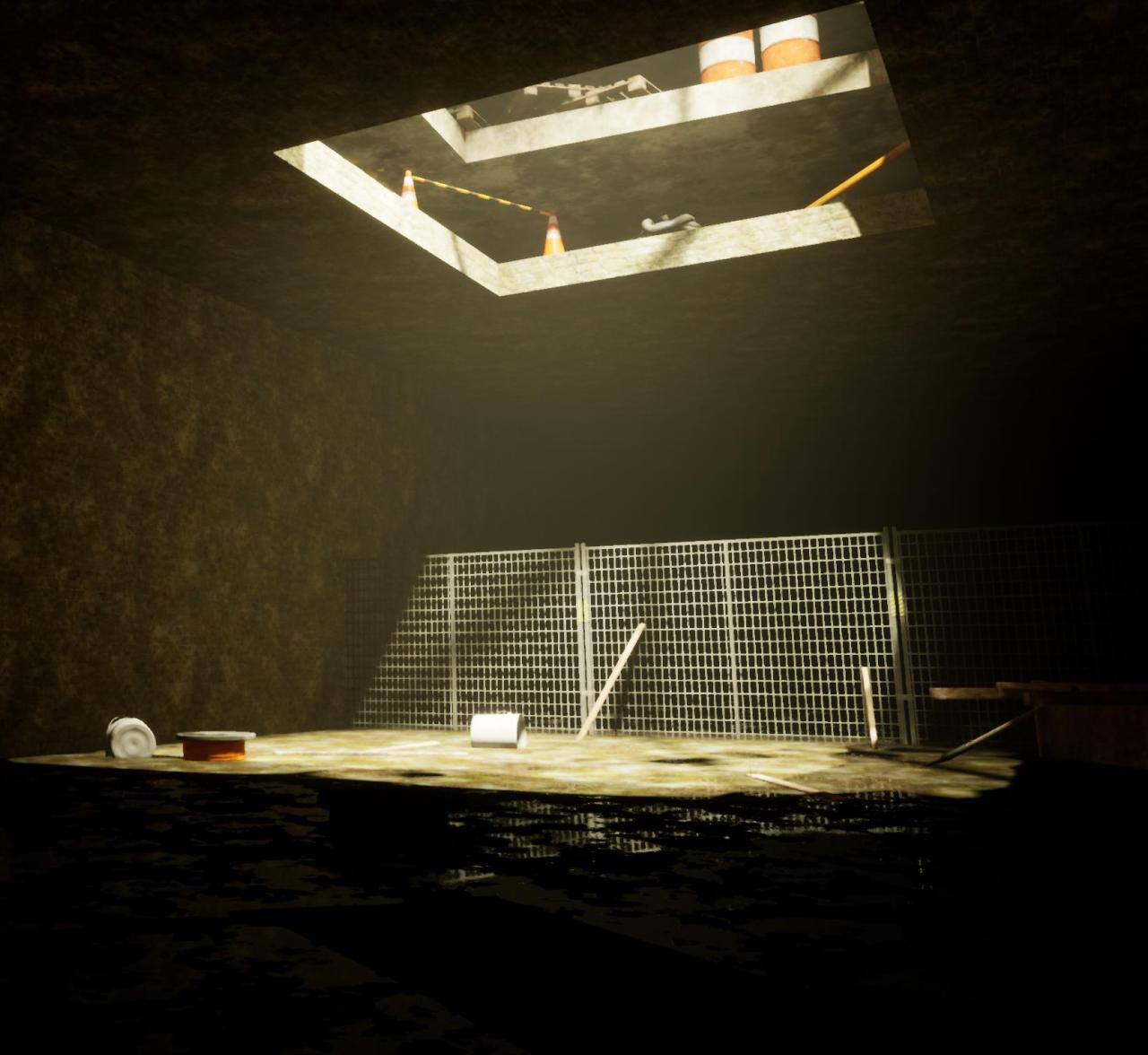
Development

The game was originally created during the Global Game Jam 2021. It was also featured in the SGDA Student Showcase 2021.



Gameplay Screenshots

WISH



WISH (2020)

Created with Unreal Engine.

Role

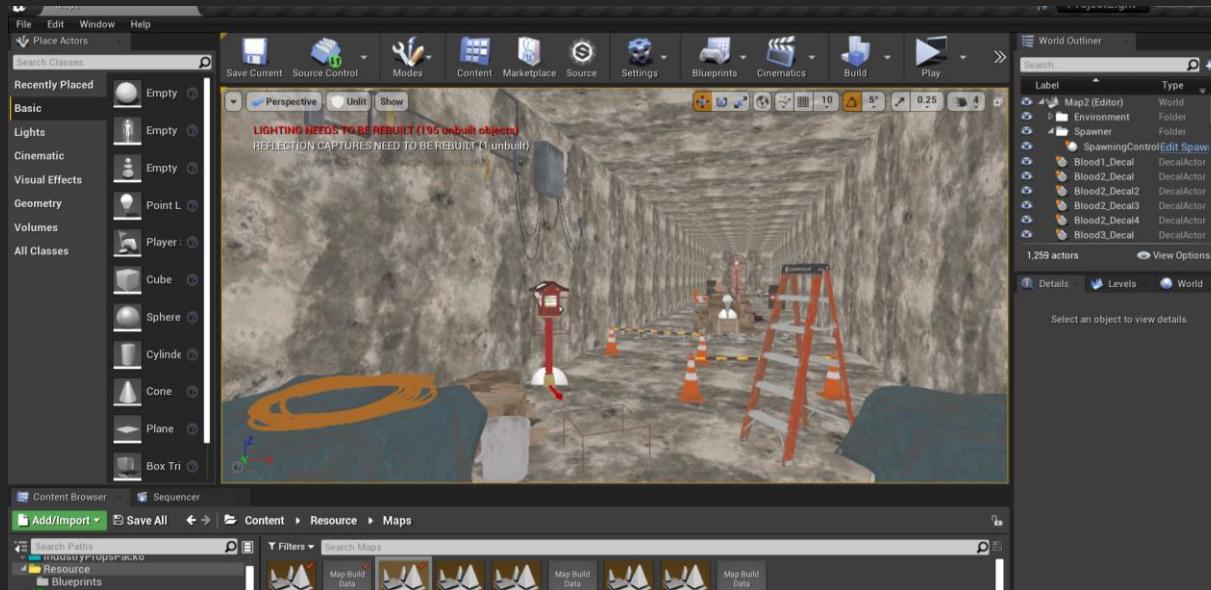
Designer & Developer

Description

WISH is a horror exploration game set in an abandoned factory. Player must escape the building while stopping monsters using candlelight.

Development

Inspired by the Fatal Frame series and Japanese Folklores, we want to create a short horror experience that empowers those traditional cultural designs.



Gameplay Screenshots

RETURN



Return (2018)

Created with Unreal Engine.

Role

Designer & Developer

Description

Return is a 3D action-thriller set in a post-apocalyptic rain city. Player must explore the city and defeat different giant monsters.

Development

I started on this game as a scene design research. The game features a procedurally generated city surrounded by abandoned buildings. It's currently under development.



Gameplay Screenshots



Concept Designs



Nystagmus (2019)
Created with Unreal Engine.

Role
Producer & Developer

Description
Nystagmus is a first-person horror game. Player must explore the deserted island and escape from monsters.

Development
The game was developed as my high school game dev club project. I was the leader and the producer of the club. We completed the game in 2019 and it was published on Steam.



Gameplay Screenshots



Stock Up!

Stock Up! (2021)

Created with Godot Engine.

Role

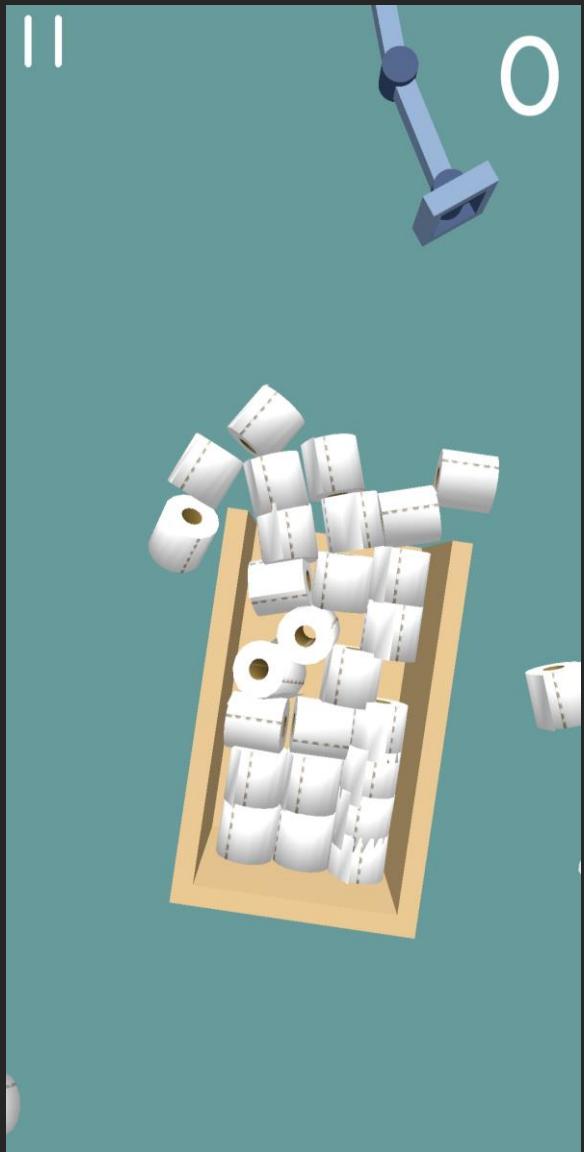
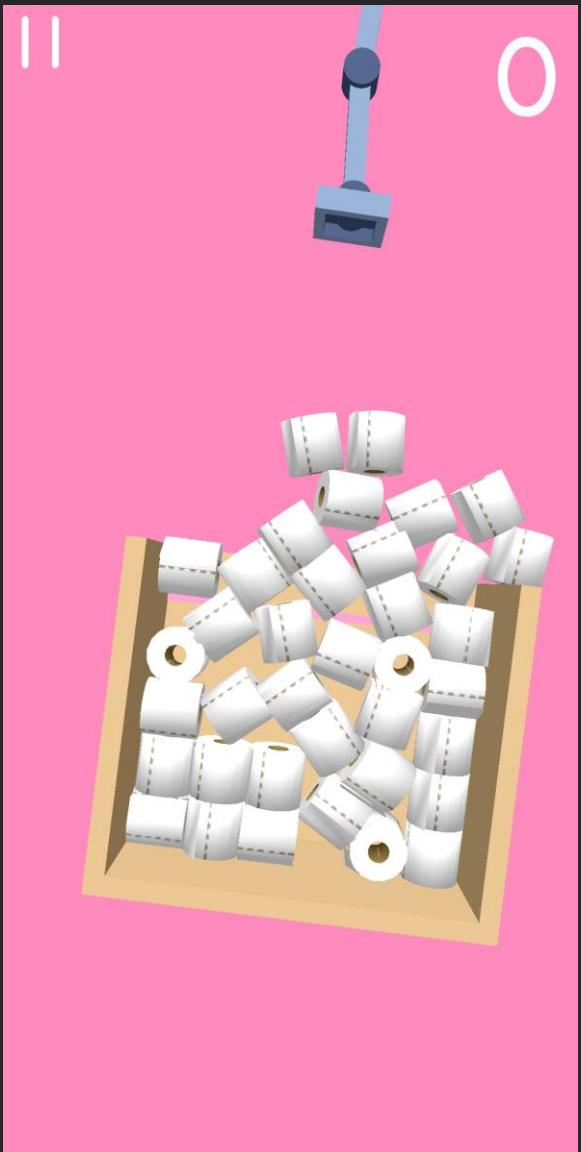
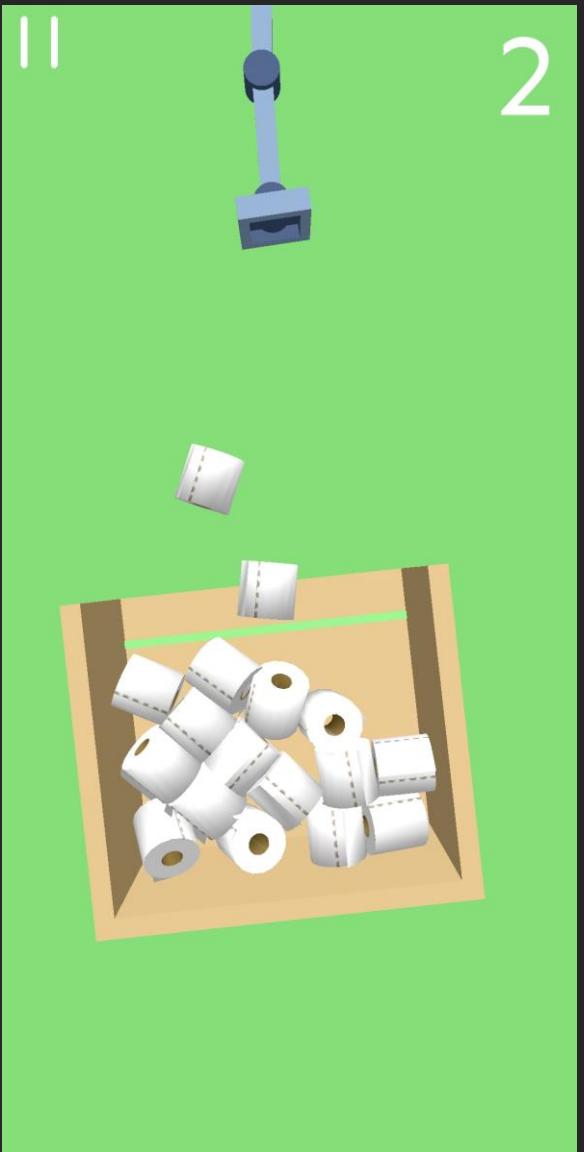
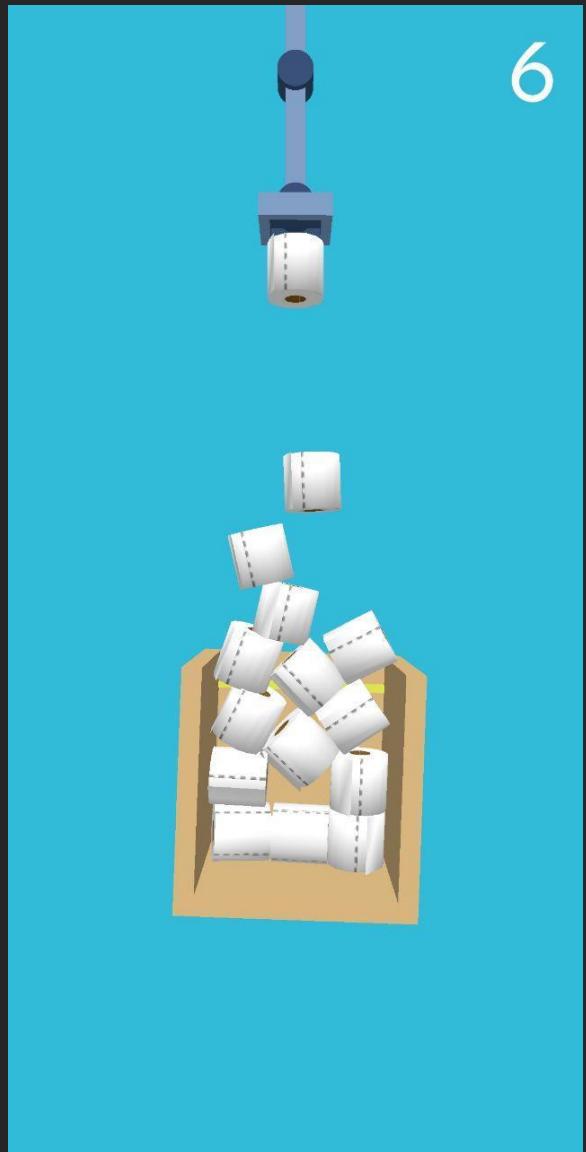
Designer & Developer

Description

Stock Up! is a one-tap mobile game where you try to fill the box with toilet papers before the box flips.

Development

The game was developed during the COVID outbreaks as a comical relief and support for the stay-at-home initiatives.



Gameplay Screenshots



Glitch Escape (2019)

Created with Unity.

Role

Technical Art

Description

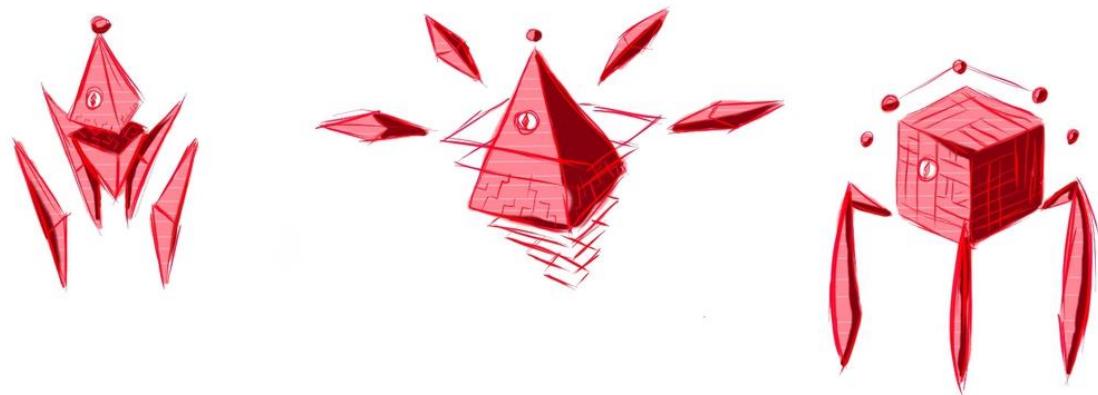
Glitch Escape is a surreal 3d platformer. Created as a UCSC senior capstone project.

Development

I participated as an external collaborator. Worked on the environmental design, modeling, texture and shader design, particle effects, and animations for the game.

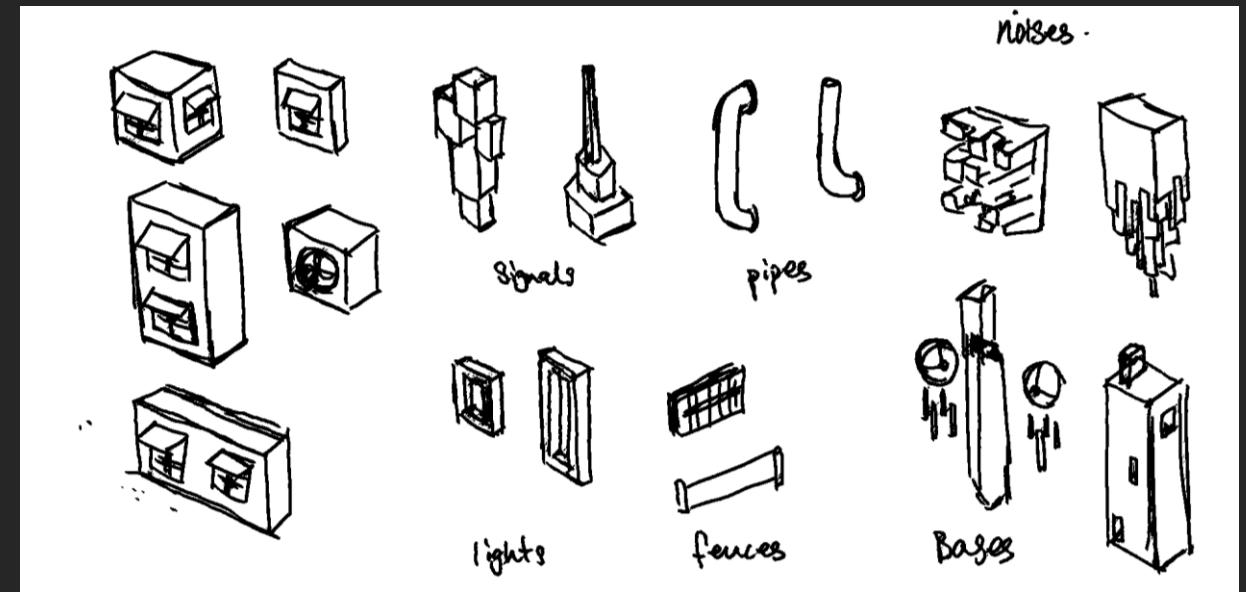
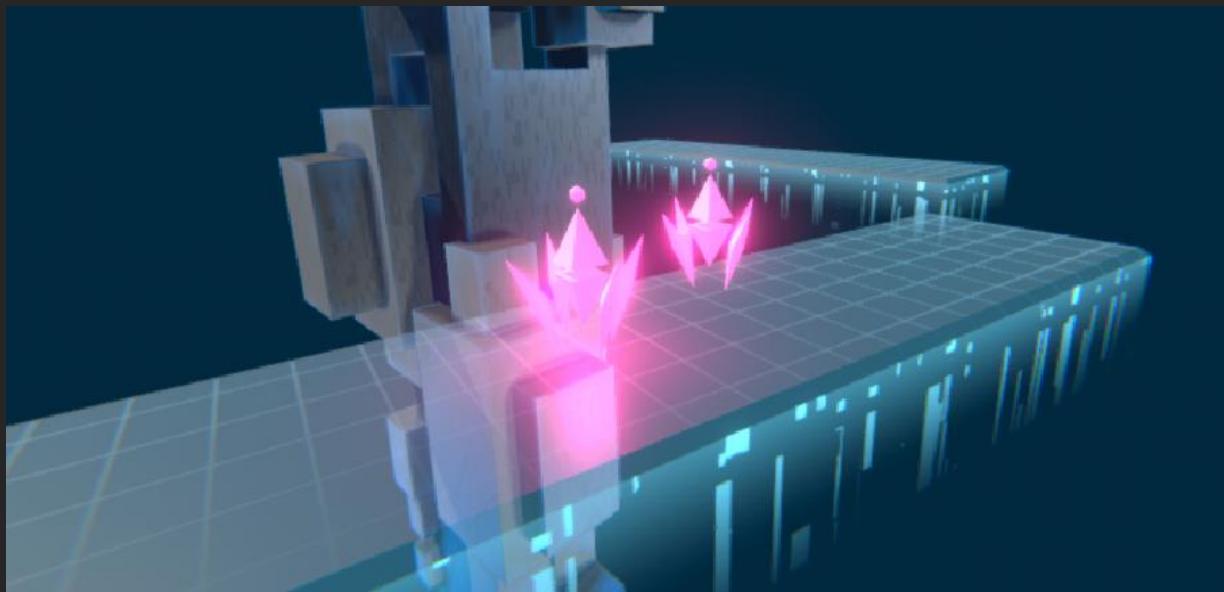


Gameplay Screenshots



Futuristic Apartment Builds

- Boxes
- Living space
- neon light around win



Concept Designs

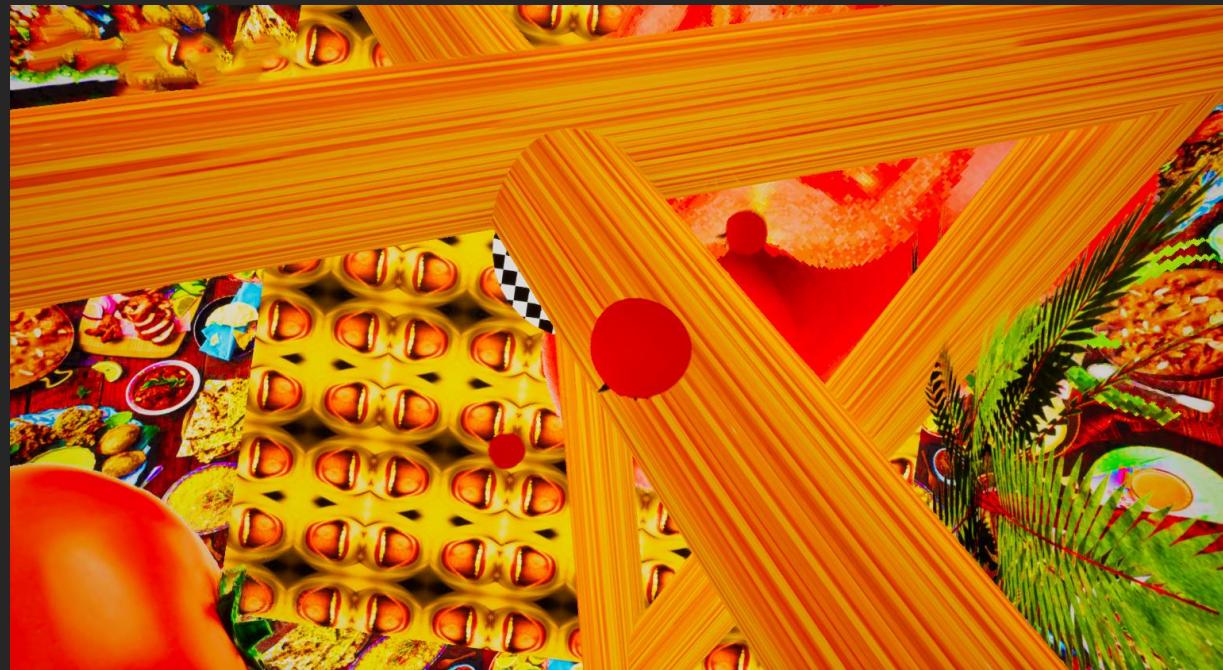


Sleep Away (2017)
Created with Unreal Engine.

Role
Designer & Developer

Description
Sleep Away is an experimental adventure game. Player have to navigate through the surreal landscapes and complete missions.

Development
The game was created in 3 days during winter 2017. It was one of the first game projects I created with Unreal Engine.



Concept Designs

人點燭

L I G H T E D



LIGHTED (2021)

Created with Roblox.

Role

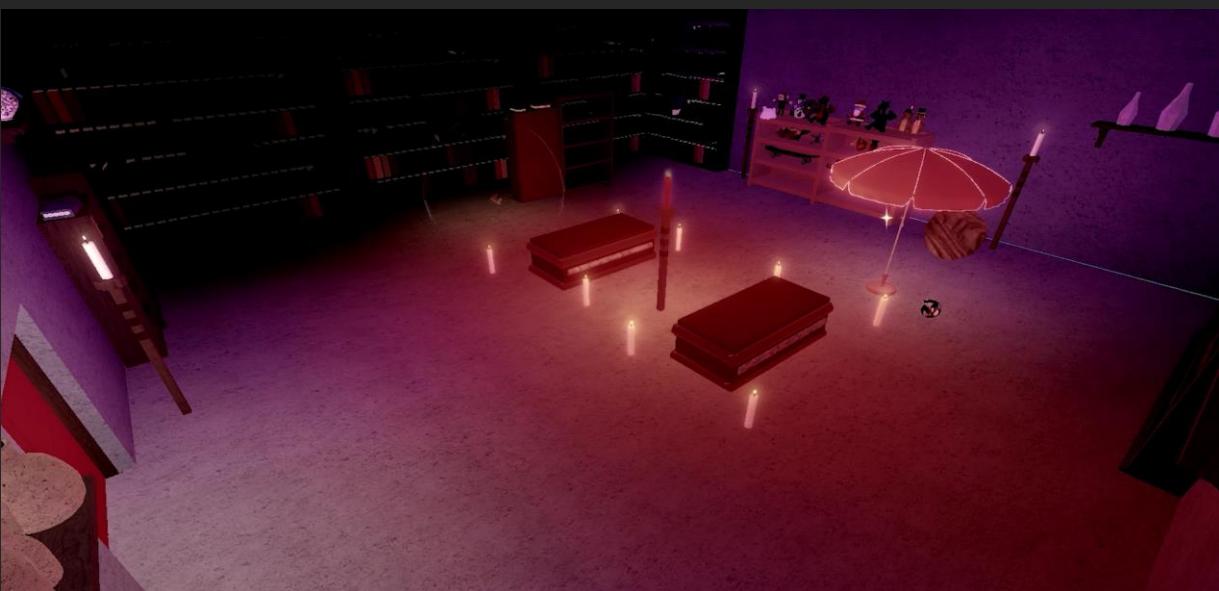
Level Designer, Technical Art

Description

LIGHTED is a Chinese folklore adventure game. Player navigates through the Siheyuan and solves puzzles inspired by traditional folklore.

Development

The game was created as an entry to the Roblox National Award competition. It is the winner for the “Chinese Cultural” category.



Gameplay Screenshots



Sauce (2020)

Created with Godot Engine.

Role

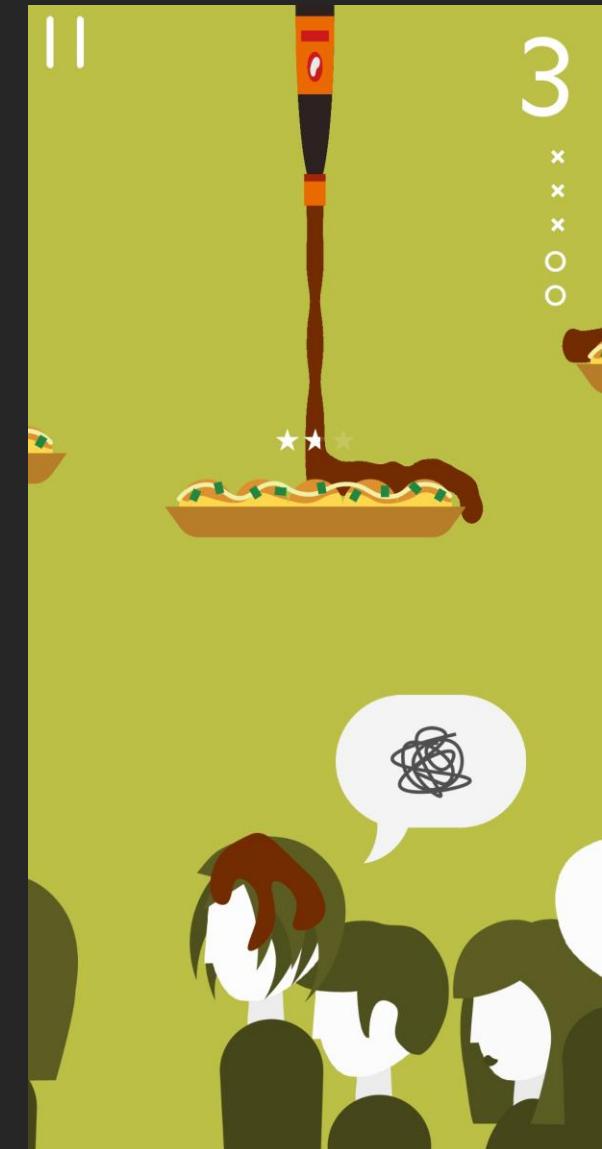
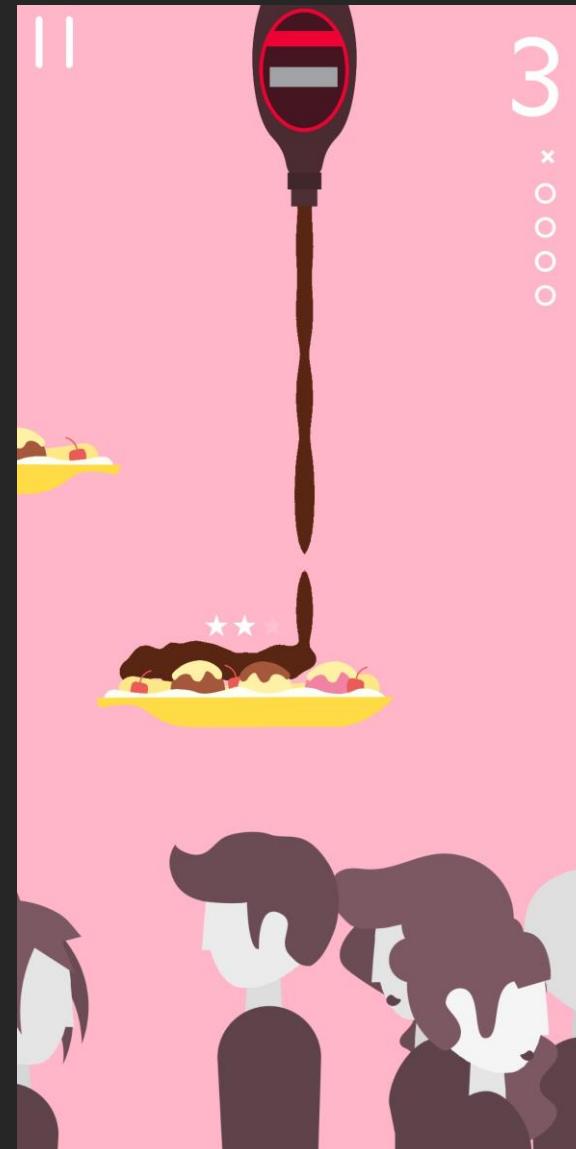
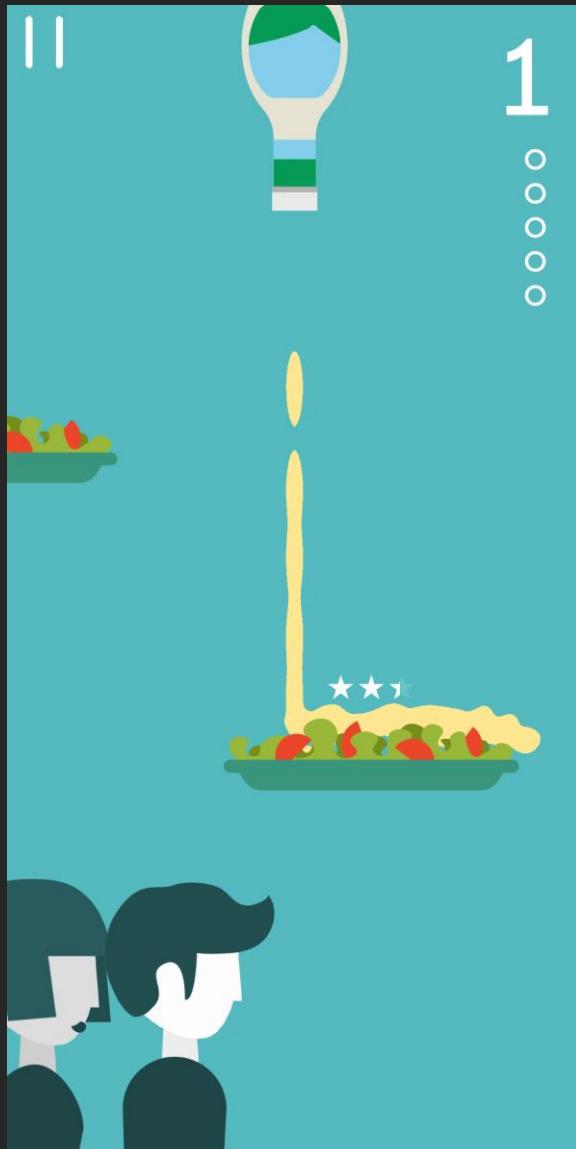
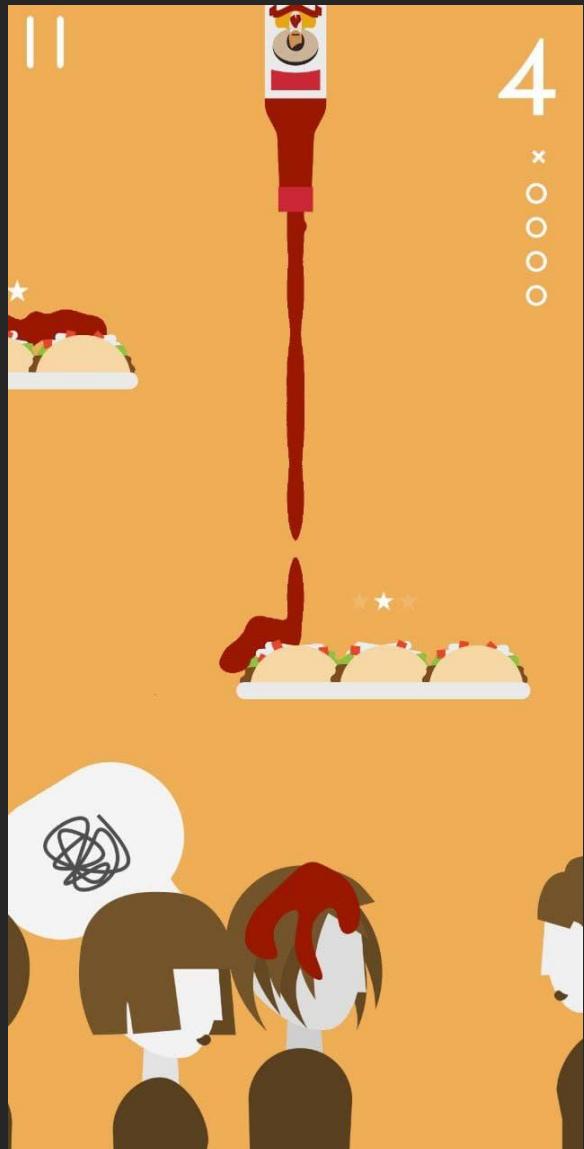
Designer & Developer

Description

Sauce is a one-tap mobile game. Players need to sauce the food and avoid dropping the sauce on customers' heads.

Development

I started developing the game during the pandemic quarantine and was able to publish the game on Google Play. The game has also received advertising support from Yodo1.



Gameplay Screenshots

CANOROUS



Canorous (2021)

Created with Godot Engine.

Role

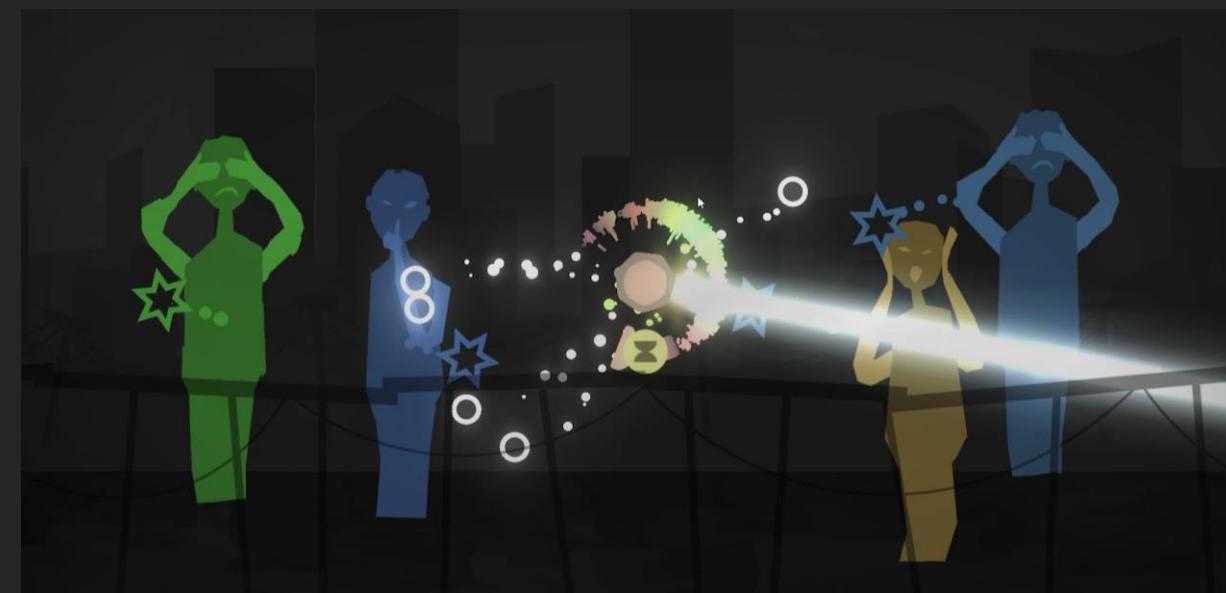
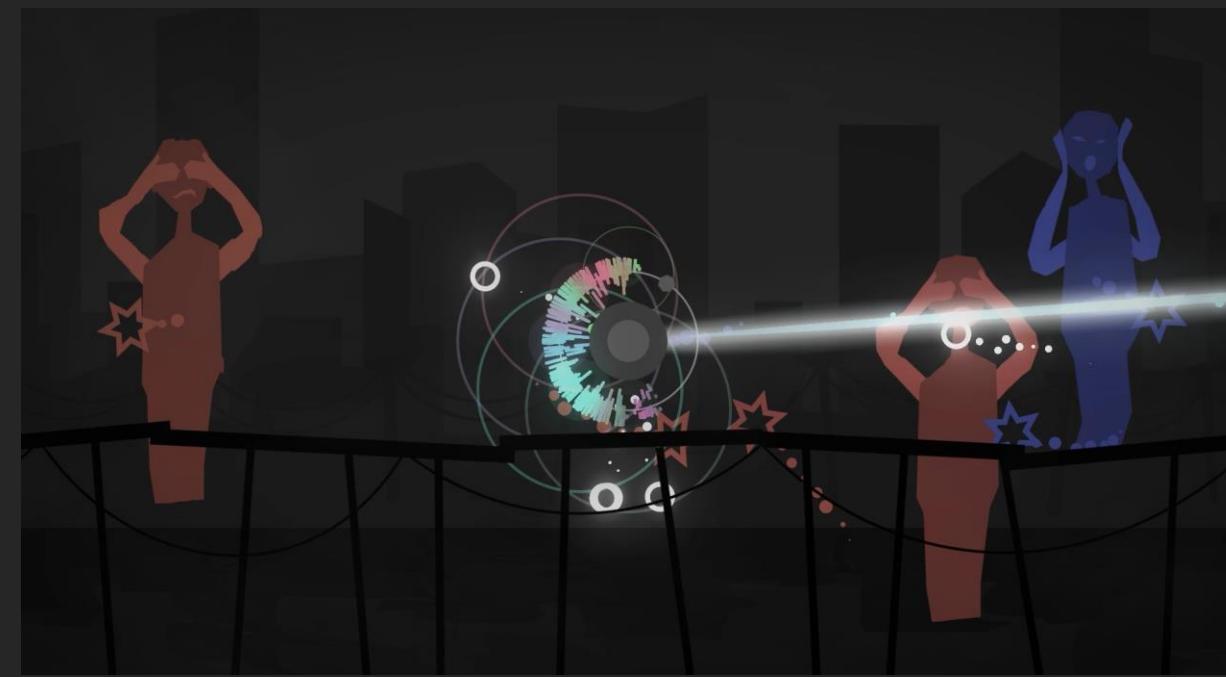
Technical Art, Programming

Description

Canorous is an experimental music game that uses singing to attack. Player can interact with their voice using a microphone.

Development

The game was created in 2 weeks as a submission for the Netease Mini-Game Competition 2021.



Gameplay Screenshots



Tho Must Destroy The Never-Ending Problematic Train of Thought (2021)

Created with Godot Engine.

Role

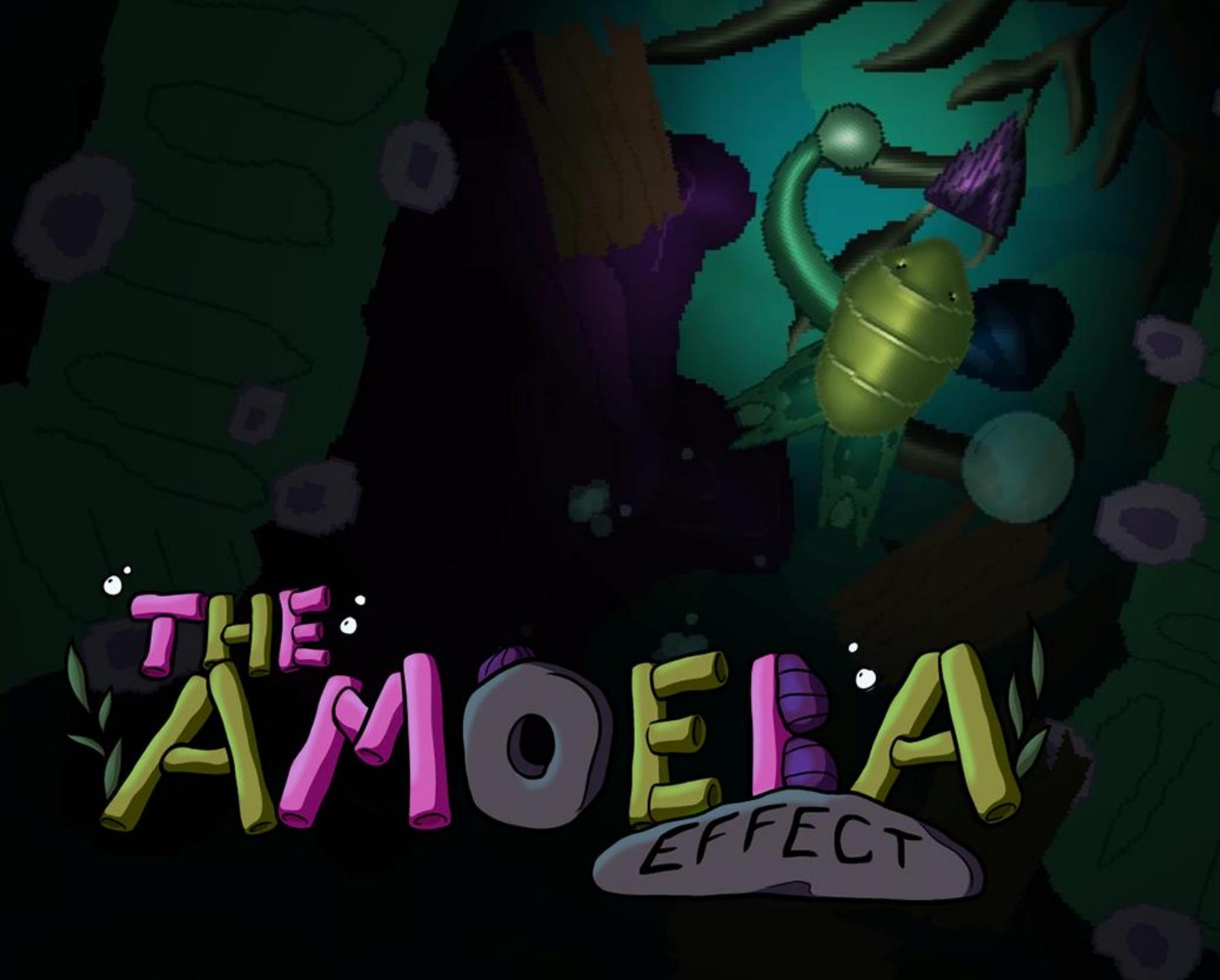
Technical Art, Programming

Description

"Train of Thought" is a survival puzzle game inspired by Zuma. Player can throw a hook to destroy the incoming train segments.

Development

The game was created in 48 hours for the CiGA Jam.



The Amoeba Effect(2021)

Created with Godot Engine.

Role

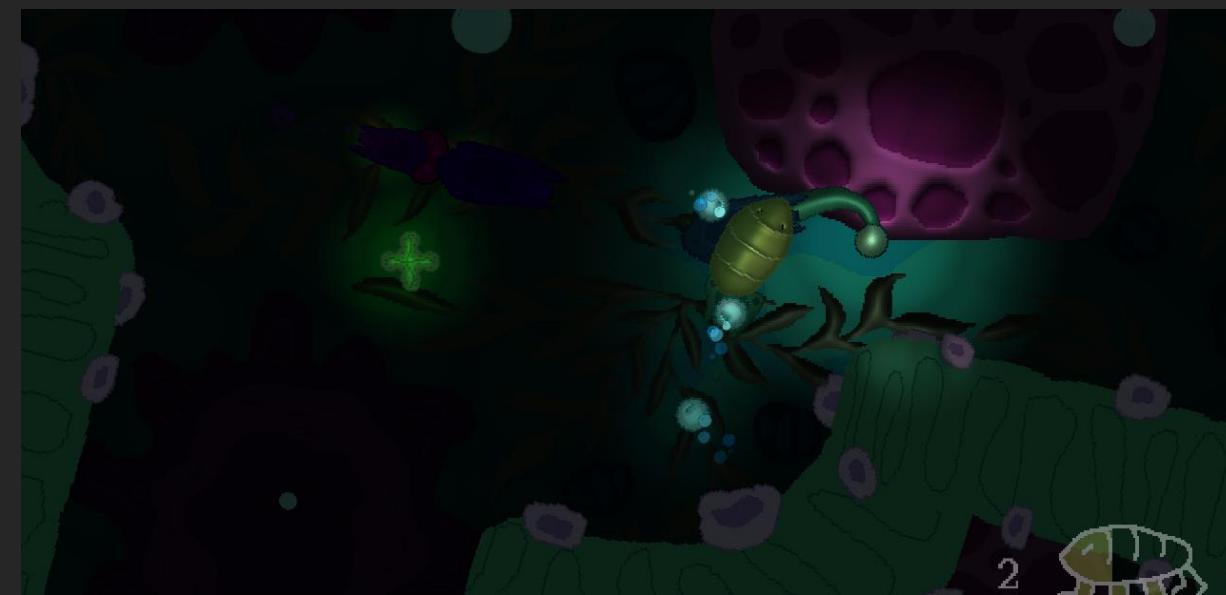
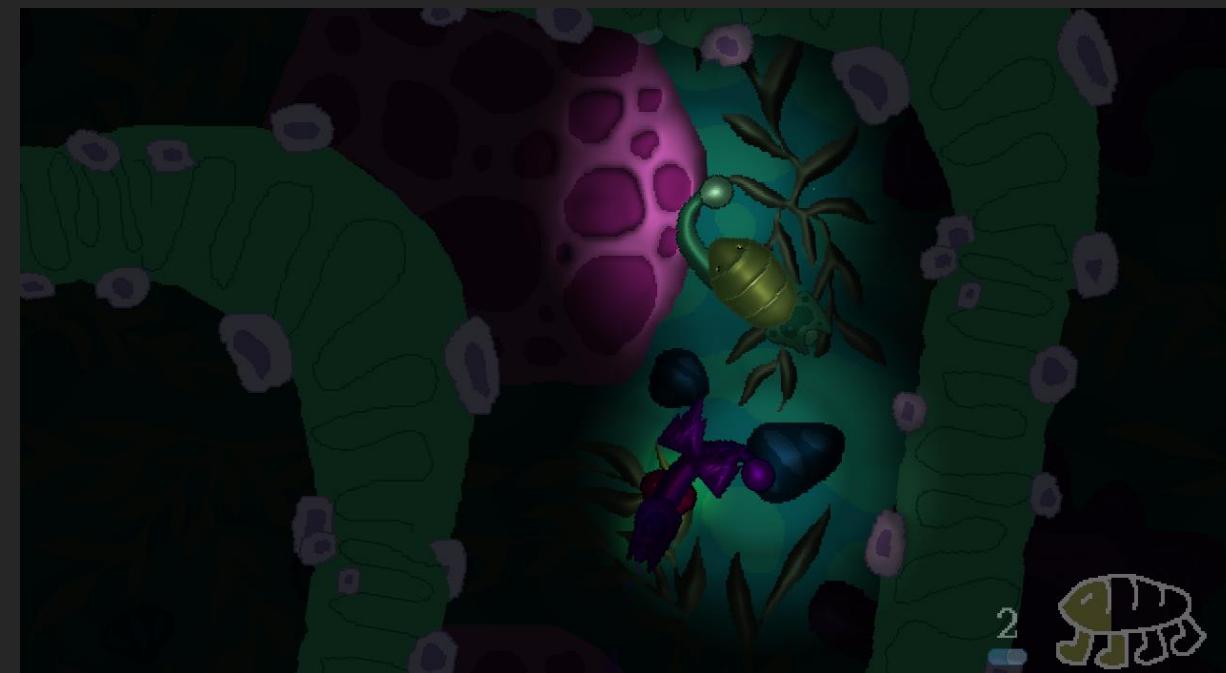
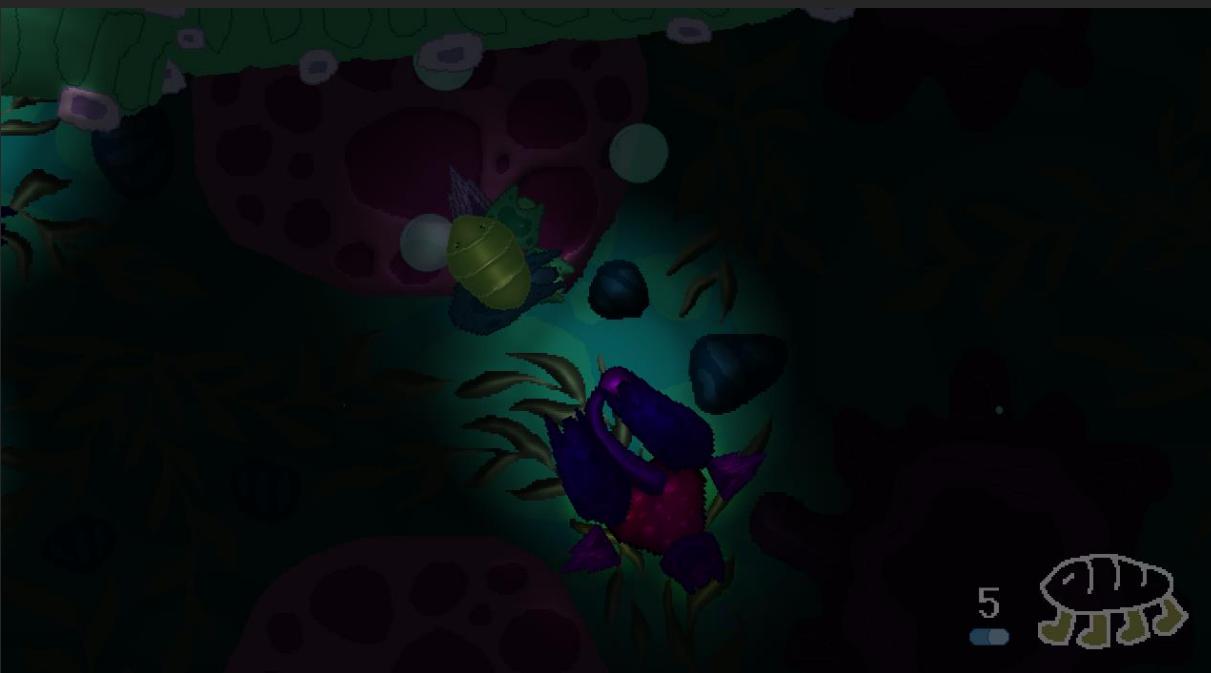
Technical Art, Programming

Description

The Amoeba Effect is a 2D Top-Down exploration game. Player play as an unknown creature that can evolve itself by taking the body parts of others.

Development

The game was created in 48 hours for the CiGA Jam.



Gameplay Screenshots



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