

Sam Wey

Senior Level Designer

PROFILE

I am a unique level designer whose understanding of design principles and experience as an artist allows me to create single player and multiplayer experiences that balance form and function. As a level designer, I value creative use of mechanics while upholding the narrative priorities of a game. My deep understanding of the 3D art production pipeline has enabled me to effectively manage and elegantly tie together the various art and technical disciplines in support of a compelling experience. Additionally, my film education enables me to clearly visually communicate narrative and gameplay ideas to the player. Please check out my portfolio of design and art at: www.samwey.com

SHIPPED TITLES

Lost Planet 3 (3 years), *Legendary: The Box* (2 Years), *Sonic Boom: Rise of Lyric* (3 months)

RELEASING SOON

Star Citizen: FPS Module (1 year), *Friday the 13th: The Game* (2 months), *Abzû* (6 months)

EXPERIENCE

Level Designer

Giant Squid Studio

2015-2016

- Collaborated with a small team, including Matt Nava, the art director of award-winning games *Journey* and *Flower* to create a visually rich and emotionally compelling underwater narrative experience.
- Level design and documentation, papermaps, layout, scripting, and iteration.
- Worked closely with gameplay programmers to develop various gameplay mechanics.
- Utilized Unreal Matinee to implement the introduction and climactic scenes of the narrative.

Senior Level Designer

Illfonic

2014-2015

- Designed the first public-facing, competitive, FPS multiplayer map for *Star Citizen*.
- Carried four competitive multiplayer levels to completion for *Sonic Boom: Rise of Lyric*.
- Level design and content design for *Friday the 13th: The Game*.
- Level design documentation, papermaps, layout, scripting, iteration and bug fixing.
- System design documentation for game modes and gameplay functionality for *Star Citizen*.
- Quickly proved myself and promoted to Senior Level Designer after one year.

Senior Environment Artist & Level Designer

Spark Unlimited

2010-2013

- Level design, BSP layout and iteration on single player and multiplayer levels on *Lost Planet 3*.
- Identified asset callouts. Scheduled and oversaw their progress across departments.
- Diagnosed and optimized frame rate and memory on PS3 and Xbox 360.
- Kismet Scripted gameplay mechanics, interactive elements, level streaming, and cinematics.

SPARK UNLIMITED (CONTINUED)

- Environment art responsibilities included: asset creation with Zbrush & Maya. Sophisticated shader network creation. Supervised and reviewed outsourced assets. Mentored junior environment artists.
- Trained character artists in facial expression blendshape production workflows and techniques.

Character Modeler

Nickelodeon Animation Studio

2008-2010

- Used Autodesk Maya to create models, UVs, proxy meshes, high quality deformation clusters, and robust blendshape sets for numerous prominent characters for the *Fanboy & ChumChum* television series and *Kung Fu Panda* television series. Maintained meticulous quality under tight deadlines.
- Prop modeling for *Fanboy & ChumChum*, *Kung Fu Panda*, and *Penguins of Madagascar* series.

Part-time Instructor

Art Institute Inland Empire

2010 (3 months)

- Taught two classes; a “3D Production Studio” class and a “Mapping for Games” class; each eleven weeks long.
- 3D Production Studio: guided six students through individualized projects focusing on their skillset of interest in the 3D production pipeline with the goal of creating a polished piece for their demo reels.
- Mapping for Games: instructed ten students in game level creation using the Unreal Development Kit. Each student was guided from preproduction and development to final lighting and polish.

Environment Artist

Spark Unlimited

2006-2008

- Level lead for the last level of *Legendary: The Box*. Overhauled level layout, scripted Kismet for game-play, interactive elements and level streaming. (More on LinkedIn.)

EDUCATION

Bachelor of Arts

Columbia College Chicago

2003-2006

Major/Concentration: Film & Video/Computer Animation

3.758 on a 4.0 scale

Graduated with Honors

CONTACT

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SKILLS

Unreal Engine (7 years experience)

Autodesk Maya (10 years experience, fast modeler)

Photoshop & Illustrator (15 years experience)

Strong written and spoken communication skills

SCRUM software development methodology

Builds strong interdepartmental relationships to maintain trust and open lines of communication

Independent study of game design principles and programming.