

Sam Wey

Game Designer & Level Designer

PROFILE

I am a unique game designer whose broad game development background informs my ability to design player experiences holistically. My environment art experience coupled with well-reasoned design sensibilities allow me to layout gameplay spaces which balance form and function. My technical background, communication skills, and thoughtful employment of design principles empower me to effectively plan and manage the production of high-level game functionality. I am seeking opportunities for personal and professional growth as a game designer.

Please check out my portfolio of design and art at: www.samwey.com

PAST PROJECTS

Follow Me Dragon (4 months), Unannounced Project for VRC (3 months), *Friday the 13th* (8 months), *Abzû* (6 months), *Dead Alliance* (1 year), *Star Citizen: FPS Module* (1 year), *Sonic Boom: Rise of Lyric* (3 months), *Lost Planet 3* (3 years), *Legendary: The Box* (2 Years)

EXPERIENCE

Designer

The Virtual Reality Company

2017

- On a short timeline, completed an Unreal-Engine game utilizing Apple ARKit, in time for iOS 11 release. This is an A.I. driven, spatially aware, AR pet app called *Follow Me Dragon*. This was the #1 paid, entertainment app in the Apple App Store and a demo version was installed on devices in Apple retail stores worldwide.
- Extensive research, planning, and game design for a high-profile, unannounced VR game; to be directed by two-time Academy Award winner and Director of Disney's *Maleficent*, Robert Stromberg.

Game Designer and Senior Level Designer

Illfonic

2016-2017

- Composed system design documentation and Blueprint scripted single player, wave-based survival mode for the zombie FPS, *Dead Alliance*. Multiplayer class tuning and weapon tuning.
- Composed high-level game design documentation and prototyped unannounced VR experience with Unreal 4, utilizing Blueprint scripting, Behavior Tree and Environment Query System for AI. Setup VR player controller, look-based interaction.
- *Project Advena*: Game design pitch document, narrative structure, creature AI scripting, setup Anim Blueprints, Behavior Trees, and EQS system.

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. Responsible for 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*.
- System design documentation for game modes and gameplay functionality 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*.
- 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.
- Asset creation with Zbrush & Maya. Reviewed outsourced assets. Mentored junior environment artists.

Character Modeler

Nickelodeon Animation Studio

2008-2010

- Used Autodesk Maya to create models, UVs, deformation clusters, and blendshape sets for numerous prominent characters for the *Kung Fu Panda* and *Fanboy & ChumChum* television series.

Part-time Instructor

Art Institute Inland Empire

2010 (3 months)

(Continued 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 (11 years experience)
- Autodesk Maya (11 years experience, fast modeler)
- Photoshop & Illustrator (15 years experience)
- Strong written and verbal communication skills
- Builds strong interdepartmental relationships to maintain trust and open lines of communication
- Independent study of game design principles and programming