



SAM WHITFIELD

GAME DESIGNER



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ABOUT ME

ENERGETIC:

Always looking for something new to do or try, from new games to new roles.

CHARISMATIC:

Comfortable meeting new people in new environments, adapting to new teams and new dynamics.

LEADER:

Organised and efficient, happy to enable a teams vision and lead by example.

SKILLS

- UNITY
- UNREAL 4/5
- AGILE
- DESIGN
- TEAM LEAD

INTERESTS

- BADMINTON
- CINEMA
- ANIME & MANGA
- GAMING

EDUCATION

Trent College
Nottingham
August 2011 - 2017

-GCSE
-A-level

Falmouth University
Cornwall
August 2020 - 2023

-Games Development: Design
BA (Hons)

EXPERIENCE

Kitchen Porter
Falmouth Golf Club
Falmouth, Cornwall
Sept 2022 - June 2023

Badminton President
Falmouth University
Falmouth, Cornwall
Aug 2021 - Aug 2022

Land Counsellor
YMCA Camp Letts
Maryland, USA
June 2019 - Aug 2019

Wait & Bar Staff
Sherwin Arms
Bramcote, Nottingham
Nov 2019 - May 2020

EDA
Queens Medical Centre
Nottingham
May 2020 - Aug 2020

PROJECTS

MINDSLAYER:

Third year project made in Unreal Engine 5.
Lead Designer in charge of all facets of design, including levels and mechanics.
Team Lead responsible for interdisciplinary communication and Agile practice.

CATHARIUM:

Second year project made in Unity.
Designer responsible for the design of the final level and the design of puzzles.
Team Lead responsible for interdisciplinary communication and Agile practice.

DAEDALUS:

First year project made in Unity.
Designer responsible for the design of the final level, the design of mechanics, and the design of UI/UX.
Team Lead responsible for interdisciplinary communication and Agile practice.

AWARDS

WINNER
Falmouth
Expo 2021
Best 1st year
game