SAM (YUAN) FENG

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Highly technical **Game Designer** with six years of experience in designing and developing video games and various creative mediums.

SKILLS

Programming:	Python, C, C++, C#, Lua, Unreal Blueprint, GDScript, Visual Scripting, Git
Game Dev:	Unreal, Godot, Unity, Phaser, Twine, Game Maker Studio, Playdate, platform specific SDKs
Art & Assets:	Photoshop, Illustrator, Blender, Substance Painter, Adobe XD
Music:	FL Studio, Adobe Audition, FMOD
Languages:	English (Fluent), Chinese (Native), Japanese (Intermediate)

EXPERIENCE

ChillyRoom Games
Game Design Intern   May 2022 – Oct 2022
- Lead developer and manager of systemic sandbox game involving numerous professional game creators
- Engineered and produced playable demo with unique moving base system

unSAME Studio
Founder, Game Designer, Developer   July 2019 – Present
- Leader of a group of developers in creating indie game projects that challenge existing designs on the market
- Published games on Steam, Google Play, itch.io, and various other platforms with thousands of downloads
- Received multiple awards and nominations for international-level competitions and game jams around the world

PROJECTS

Runway - https://unsame.itch.io/runway (Solo Project)   July 2019 – May 2022
Designer, Developer, Composer
- Designed and developed an original retro arcade game where you kick models off a fashion runway
- Nominated Best Student Game at international competition IndiePlay China 2022 involving 5000+ developers
- Nominated for Most Creative Design and Best Sound Effects at China University Student Game Award 2022
- Featured and published with UK-based company Super Rare in Super Rare Mixtape Vol. 2 game and earning $500

Connecting to SYSTEM 8 - https://unsame.itch.io/project-8 (Team of 13)   Jan 2023 – Jun 2023
Designer, Programmer
- Led and developed a unique action game with a unique systemic module system and various abilities
- Implemented and utilized novel undocumented Unreal Engine 5 features into our project
- Awarded nomination for Best Action Game at China University Student Game Award 2023

Trash Beats - https://unsame.itch.io/trash-beats (Team of 4)   Nov 2020 – Jun 2022
Designer, Programmer
- Designed and implemented a unique movement mechanic for a rhythm platformer game.
- Programmed an audio reactive beat syncing system within Godot Engine.

Game and Music Projects   Mar 2014 – Present
- Designed and developed multiple award-winning game projects with other game designers in international game jams
- **Published Games Website** - https://unsame.itch.io/
- Composed and produced various music and OSTs for 40+ games and videos
- **Soundcloud Link** - https://soundcloud.com/arxgame

EDUCATION

University of California, Santa Cruz | Santa Cruz, CA   Sep 2023 – Expected Mar 2025
Master of Science in Games & Playable Media

University of California, Santa Cruz | Santa Cruz, CA   Sep 2019 - Jun 2023
Bachelor of Science in Computer Science: Computer Game Design
Awards: Dean's Honors   Major GPA: 3.85