



SAMUEL DASSLER

GAME DESIGNER

WWW.SAMUELDASSLER.COM
SAMMYD@SAMUELDASSLER.COM

406-861-8123

Summary

Experienced designer with 5+ years of game development with multiple shipped products. Proficient in all manner of game engines and tools. Able to work quickly and efficiently and work well in large or small teams.

Qualifications

- 5+ years of game development experience
- Excellent design skills and able to incorporate team feedback
- Proven ability to collaborate effectively in cross-discipline teams to ship projects
- Outstanding writing and communication skills
- Experience working on console, PC, and mobile games
- Able to learn new software and technology quickly
- Passionate about designing great games

Key Knowledge and Skills

Unity	C#	Javascript	Mechanim
Unreal 4	C++	Blueprints	Perforce
Amazon Lumberyard	Python	Lua	Maya
MS Office	Photoshop	Flash	Asana

Experience

Mekazoo *Level Designer* *Mar 2014-Jan 2017*

The Good Mood Creators - (Unity - PS4, Xbox One, PC)

- Prototyped, tested, and polished 40+ game levels
- Took over design of all 6 boss encounters and polished them alongside animators
- Wrote C# to script game events and improve tools to cut down on programmer tasks
- Ran bi-weekly testing sessions, bringing in people from ages 3-35
- Taught animators and modelers how to use the Unity editor and animation tools

Glu Mobile Games *QA Tester* *Sep 2013-Feb 2014*

Glu W - (Unity - iOS, Android, OS X)

- Performed software testing on release candidates and post-launch mobile titles
- Wrote succinct bug reports in Jira for Russian and Chinese engineers
- Recorded and analyzed gameplay data in Excel



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Ghost Dusters *Game Designer* *June 2012-April 2013*

DigiPen: Institute of Technology - (Unity - PC)

- Designed and wrote the scenario for a narrative-driven adventure game
- Collaborated with a large team of artists and programmers
- Implemented gameplay scripts with C# and Javascript

Galak-Z: The Dimensional *Game Design Intern* *May 2012-Sep 2012*

17-BIT - (Unity - PS4, PC)

- Built initial game prototype with Unity alongside other artists and developers
- Planned game features with paper prototyping
- Programmed many game systems in C# such as asteroid collisions and pathfinding

Frogger: Hyper Arcade Edition *Associate Producer* *June 2011-Dec 2011*

Zombie Studios - (Unity - PS3, Xbox 360, Wii, iOS)

- Maintained internal development documentation
- Designed menu UX with flow diagrams and wireframes
- After content had to be cut, created two new game modes as low-cost replacements
- Wrote and animated narrative cutscenes with Adobe Flash

Education

Bachelor of Arts in Game Design *2009-2013*

DigiPen: Institute of Technology - Minor in English