

# SAMUEL DASSLER

## GAME DESIGNER

[WWW.SAMUELDASSLER.COM](http://WWW.SAMUELDASSLER.COM)  
[SAMMYD@SAMUELDASSLER.COM](mailto:SAMMYD@SAMUELDASSLER.COM)

406-861-8123

## Qualifications

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

## Key Knowledge and Skills

Unity	C#	Lua	Python
Unreal 4	Blueprints	MS Office	Photoshop

## Professional Experience

**Extra Credits** *Writer* *Feb 2018-Present*

*Extra Credits LLC*

- Write weekly scripts about game design for over 2.1 million subscribers
- Contribute scripts to Extra Mythology and Extra History upon request
- Create visual reference boards on Trello for Extra Mythology and Extra History artists

**Earth Games** *Lead Developer* *June 2017-Nov 2018*

*University of Washington - (Unity - Mobile)*

- Write and refactor game code in C# for over 9 released games
- Maintain all games post-launch
- Design prototypes to ensure science concepts are accurate and engaging
- Mentor students enrolled in the Earth Games Studio class

**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

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**Chronic Pain** *Game Developer* *Mar 2017-June 2017*

*Studio Transcendent - (Unity - VR)*

- Programmed VR gameplay mechanics for Oculus Rift and Gear VR
- Collected and tested HRV data collection between sensors and app

**Zac Vs Zombies** *Level Designer* *Mar 2017-April 2017*

*Mobile-Monsters - (Unity - Mobile)*

- Designed 30 action-packed levels
- Balanced cost of weapon and stat upgrades
- Enhanced game progression by balancing weapon and enemy damage

**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

**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)*

- Wrote and maintained internal development documentation
- Designed menu UX with flow diagrams and wireframes
- Created two new game modes as low-cost replacements for cut content
- Wrote and animated narrative cutscenes with Adobe Flash

## Education

**Bachelor of Arts in Game Design** *2009-2013*

*DigiPen: Institute of Technology - Minor in English*