

SAMUEL DASSLER

GAME DESIGNER

WWW.SAMUELDASSLER.COM
SAMMYD@SAMUELDASSLER.COM

406-861-8123

Qualifications

- 5+ 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
- Passionate about designing great games

Key Knowledge and Skills

Unity	C#	Javascript	Mechanim
Unreal 4	Python	Blueprints	Perforce
Amazon Lumberyard	C	Lua	Maya
MS Office	Photoshop	HTML	CSS

Experience

Earth Games *Lead Developer* *Jun 2017-Present*

EarthGames UW - (Unity - iOS, Android)

- Released 8 games on iOS and Android, written in C# with Unity
- Redesign game mechanics to reinforce educational game goals
- Give Lectures to classes of UW students about game design and production

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

Mobile-Monsters - (Unity - Android)

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

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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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

No More Portals

Level Designer

Feb 2014

Independent - (Portal 2 - PC)

- Portal 2 level that uses the existing game mechanics in unique ways
- #1 most popular map of the week with over 5,000 downloads and a 5-star rating

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