

# Sam Richards

Email: Sam@Mythalore.com - Twitter: @Mythalore - Phone: +44 07561077697

Portfolio: [www.mythalore.com](http://www.mythalore.com)

I am a recent First class graduate of BSc Games Technology from UWE in Bristol. I have been designing and developing games since early 2010. Over the years I've developed a knowledge of, and love for, all elements of the craft from art and design to the more technical side of game development. During my year-long industry placement at the mobile game developer Mobile Pie I gained my first professional experience in game development helping to develop games and design pitches for the BBC, among others. This was a great experience and allowed me to put my game design and Unity3D development skills into practice. Since then I have continued work at Mobile Pie on contract, with game projects for Cartoon Network while also freelancing as a gameplay programmer and designer. From this and over my years of working in teams of all sizes both professionally and as a hobby, it is the ability to work as an engineer of a player's experiences that has turned my focus towards the design side of game development. This has allowed me to enhance my technical capabilities with a constant focus on the emotional state of the player all with the goal of painting a vivid and engaging virtual world, no matter what the game.

## Design & Technical Experience:

- Game Design: Gameplay, Puzzle, World, Level, Narrative and UX.
- Game Programming: Gameplay, AI, Level Scripting, UI and Engine.
- Software Proficiencies: Unity3D (8 years); Unreal 4 (3 Years); Blender3D (8 years); Java (2 years); C++ (4 years); DirectX (3 Years); GameMaker; Office/Google Docs.

## Professional Experience:

<b>Contract Unity Developer</b>	<b>Mobile Pie</b>	<b>2018</b>
<b>Freelance Gameplay Programmer</b>	<b>Valkyrie – Unknown Developers</b>	<b>2018</b>
<b>Freelance Puzzle Designer</b>	<b>Allfather Productions</b>	<b>2018</b>
<b>Volunteer QA Tester</b>	<b>Q.U.B.E 2 – Toxic Games</b>	<b>2017 – 2018</b>
<b>Support Developer</b>	<b>Mobile Pie</b>	<b>2016 – 2017</b>

*Key projects:*

- Go Jettlers: Cadet Rescue, England's Historic Cities, Changes

Please see my portfolio for more projects with detailed comment and video demos.

## Education:

<b>BSC(HONS) Games Technology</b>	<b>University of the West of England</b>	<b>2014 – 2018</b>
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*Key modules:*

- Dissertation on Narrative Generation, Commercial Games Development (Unity3D and Practical Team Management), Play and Games (Board Game and Mechanic Design), Game Engine Architecture (C++, DirectX, PhyreEngine), Simulated Worlds (Technical Level Design in UE4, DirectX Effect Simulation), Low Level Programming (C++)

*Class: First.*

<b>BTEC Level 3 Extended Diploma in IT</b>	<b>The Isle of Wight College</b>	<b>2012 – 2014</b>
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*Key modules:*

- Game Design and Development, Graphic Design for Print and Websites.

*Grade: Distinction\* Distinction Distinction*

<b>GCSEs</b>	<b>Carisbrooke College</b>	<b>2009 – 2012</b>
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9 A-C Grade with Maths: A, English Language: B, English Literature: B, Chemistry: A, Physics: A, Biology: B, History: A, ICT: Distinction, Art and Design: Pass