

# 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 worked on game jams and longer projects along with commercial ventures onsite with Mobile Pie and remotely with Allfather, all with a goal of painting a vivid and engaging world through interactive play. I want to engage in new areas of game design and technical implementation that allow for novel, fun gameplay. I want to get to the heart of the mechanics that enable the kind of experiences that will keep people talking about the games I work on long after putting them down. As shown below, I have the experience and passion to be a productive member of your programming team.

## Design & Technical Skills:

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

## Professional Experience:

<b>Contract Unity Developer</b> <i>EHC V2, HEX Digital/England's Historic Cities – In Development</i> - Client led AR, VR and UI implementation in Unity for Android and iOS. <i>Adventure Time Web Game, Cartoon Network – In Development</i> - Client led gameplay and concept design and prototyping in Phaser. <i>GDPR Popup Package, Cartoon Network &amp; Boomerang – In Development</i> - Client led responsive UI implementation with localisation support in Unity. <i>Pitch Prototypes, Various</i> - Design and prototyping of ideas for project pitches in Unity.	<b>Mobile Pie (on-site)</b>	<b>06.18 – Present</b>
<b>Freelance Puzzle Designer</b> <i>Unannounced Video Game – In Development</i> - Narrative driven, interconnected puzzle design around non-interactive digital elements.	<b>Allfather Productions (remote)</b>	<b>07.18 – Present</b>
<b>Freelance Gameplay Programmer</b> <i>Valkyrie – On Hold</i> - Technical direction and camera and player systems in Unity.	<b>Unknown Developers (remote)</b>	<b>07.18 – 09.18</b>
<b>Volunteer QA Tester</b> <i>Q.U.B.E 2 – (<a href="https://store.steampowered.com/app/359100/QUBE_2/">https://store.steampowered.com/app/359100/QUBE_2/</a>)</i> - Playing through the game, recording any obvious bugs, checking on fixes for existing issues and working out repeatable processes for rarer glitches	<b>Toxic Games (remote)</b>	<b>09.17 – 03.18</b>
<b>Support Developer</b> <i>Go Jettors: Cadet Rescue, Cbeebies – (<a href="https://www.bbc.co.uk/cbeebies/games/go-jettors-cadet-rescue/">https://www.bbc.co.uk/cbeebies/games/go-jettors-cadet-rescue/</a>)</i> - Concept design and implementation, visual effects and level design in PlayCanvas. <i>EHC, HEX Digital/England's Historic Cities – (<a href="http://www.heritagecities.com/stories/explore">http://www.heritagecities.com/stories/explore</a>)</i> - Client led AR, VR and UI implementation in Unity for Android and iOS. <i>Soltan Sun Ready Challenge, Edcoms/Boots – (<a href="https://soltansunready.com/">https://soltansunready.com/</a>)</i> - Client led AR, UI and camera implementation in Unity for Android and iOS. <i>BP Science Explorers, Edcoms/BP – (<a href="https://bpes.bp.com/science-explorers/training-app">https://bpes.bp.com/science-explorers/training-app</a>)</i> - Client led AR, UI and camera implementation in Unity for Android and iOS. <i>Changes, Apps for Good – (<a href="https://www.appsforgood.org/public/student-apps/2016/changes">https://www.appsforgood.org/public/student-apps/2016/changes</a>)</i> - Client led game design and development and UI implementation in Unity for Android.	<b>Mobile Pie (on-site)</b>	<b>07.16 – 07.17</b>

## Education:

---

<b>BSC(HONS) Games Technology</b>	<b>University of the West of England</b>	<b>2014 – 2018</b>
-----------------------------------	--	--------------------

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>
--	----------------------------------	--------------------

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>
--------------	----------------------------	--------------------

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

## Personal Experience:

### BrainsEden International Student Game Jam and Conference 2018

I formed the team that was chosen to represent the University of the West of England at the 2018 BrainsEden student game jam in Cambridge. There we spent 4 days on-site at the Anglia Ruskin University developing a game based on a theme and networking with other students and developers. We received advice and mentoring from the veteran developers of Sumo Digital, Frontier Developments, Codemasters and Studio Gobo through conversation and presentations.

### Select Personal Projects: (please see my portfolio for videos and full comment)

---

<b>Staple, Gun</b>	<b>Card Game</b>	<b>2016 - Present</b>
--------------------	------------------	-----------------------

A free for all brawler card game featuring two factions and dynamic card interaction. Mechanic, narrative and graphic design as part of a two-person development team.

---

<b>NEON Shell</b>	<b>Unity</b>	<b>2018</b>
-------------------	--------------	-------------

A 2D cyberpunk action where you play as a corporation protecting data from cyber-attack. Project lead, working on design, development and art.

---

<b>Dungeon Generator</b>	<b>Unity</b>	<b>2018</b>
--------------------------	--------------	-------------

A multistage 2D tile based dungeon generator with dynamic A\* pathfinding. Programming in C# with JSON system for map export and loading.

---

<b>Good Bye</b>	<b>Unreal</b>	<b>2018</b>
-----------------	---------------	-------------

A first-person narrative puzzle game with full voice acting and art by Steven Sugar. Project lead, working on design, development and writing.

---

<b>Dead Letters</b>	<b>Unity</b>	<b>2017</b>
---------------------	--------------	-------------

An arcade typing game inspired by Duck Hunt, intended gamify touch typing. Project lead, working on design, development and art.

---

<b>Ascii Game Engine</b>	<b>C++</b>	<b>2015</b>
--------------------------	------------	-------------

A game engine written in C++ using the Libcaca ASCII graphics library. Programming in C++ with a scene and gameobject system inspired by Unity.

---

<b>Teleporta</b>	<b>Unity/Java</b>	<b>2012 – 2014</b>
------------------	-------------------	--------------------

A 2D puzzle platform game featuring physics-based tile moving and systemic interaction. Originally developed in a custom Java engine, before being moved to C# in Unity.

## References

Richard Wilson, Director, Mobile Pie:

- Richard@mobilepie.com, +441 179294138

Lloyd Savickas, Programme Leader Games Technology, UWE:

- Lloyd.Savickas@uwe.ac.uk, +441 173287478

Sam Richards, Gameplay Programmer, Mythalore.com