Sam Adlis

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Education

SMU GUILDHALL / **Masters of Interactive Technology, Level Design Specialization** **MAY 2018**
TEXAS A&M UNIVERSITY / BS Geology **MAY 2016**

Team Projects

LEAD LEVEL DESIGNER / *Up in the Air* **5 MONTHS - 13 DEVELOPERS**
- Scripted multiple features for gameplay bites and points of interest
- Built and architected the main level and tutorial of the open-world game
- Designed the system for visual language and gameplay progression rewards

LEAD LEVEL DESIGNER / *Auxilium* **3 MONTHS - 50 DEVELOPERS**
- Led the level team on the design and construction of 1 of the 4 CTF maps
- Directed my team in pivoting our entire level from a game mode that was cut, to CTF in late development

LEAD GAME DESIGNER / *Superhero Sweep Up* **3 MONTHS – 5 DEVELOPERS**
- Scripted around 1/3 of the entire game including the menus, scoring, timer, and visual effects
- Designed and iterated on the gameplay system, gameplay, levels, and tutorial

Professional Development Experience

GAME DESIGNER / *LIVE Lab, College Station, TX* **January-August 2016**
- Worked on a new art history game *Arté* conceptualizing educational minigames and designing systems for specific student-learning objectives
- Created a meticulous balance between education and fun in co-designing a game to teach college-level calculus, currently called *Variant Prime*.
- Refined and conceptualized ideas for *Variant: Limits*, a published game by Triseum Gaming that teaches college-level calculus.

Individual Work

CASTANAR BRAWL 1V1 / **Starcraft II Editor**
- Scripted MOBA functionality in a 2-lane map with waves, towers, and a map objective system
- Created a dynamic map objective system to encourage interaction and fluctuating levels of gameplay within and between the lanes
- Designed and implemented 8 custom abilities through the Data Module for 2 distinct heroes that counter and play off of each other

MATRYOSHKA DEFENSE / **Corona API, Lua**
- Coded and designed a complete tower defense game in Lua, using the Corona API. Created for mobile as an Android app.

CREATING AN ACCESSIBLE RTS / **Starcraft II Editor**
- Created systems based on reducing cognitive load and increasing excitement
- Built a modified version of *Starcraft II* that is easily playable by a wide range of players
- Did extensive research to formulate a set of design guides to increase RTS accessibility
- Implemented a primary and map objective to foster player interaction and push the game's pace

Skills
- Gameplay Scripting
- System Design
- Whitebox / BSP
- Multiplayer Design
- World Building
- 3D Lighting
- Design Documentation
- Agile / Scrum
- Single-Player Design

Scripting
- UE4 Blueprint
- C#
- Lua
- Hammer I/O
- Papyrus
- Java
- JavaScript
- C++

Engines
- Unreal Engine 4
- Starcraft II Editor
- Unity 5 / 2017
- Creation Kit (Skyrim)
- Hammer Editor (Source)
- Dying Light Developer Kit

Software
- Perforce
- 3DS Max
- JIRA
- Adobe Photoshop
- Office Suite