

# Sam Woodrick

[samicewoodrick@gmail.com](mailto:samicewoodrick@gmail.com)

## Game Designer

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[samwoodrick.com](http://samwoodrick.com)

## Summary

Game designer with specializations in level design and narrative design. Excels in visual storytelling, written dialogue, and documenting narrative flow charts. Experience in creating narratives as well as working with premade narratives. Easily adapts to new environments. Diligent on following the tasks and instructions given to me by superiors.

## Professional Qualifications

- White-boxing
- Conceptual map sketching
- In-engine scripting
- In-engine construction
- Dialogue writing
- Dialogue choice flow chart creation
- Quality assurance testing
- Team project management
- Agile development
- Story bible creation
- Visual and written documentation
- Rapid prototyping
- Quest journal writing
- Version control
- Character Stat Balance
- Resource Balancing

## Technology

- Unity 2D
- Unity 3D
- Unreal Engine 4
- C#
- Javascript
- Maya
- Audacity

## Development Experience

Jan. 2019 – Present – Blood to Ink

Narrative and puzzle designer for narrative based point and click mystery developed in Unity 3D for mobile tablet. Senior capstone project. Primary responsibilities included narrative flow charts, dialogue flow charts, in-game writing, puzzle design, and puzzle prototyping.

August 2016 – Present – Allegrezza Harmony

Leader designer of rhythm RPG developed in RPG Maker MV for PC and Mac. Personal project. Primary responsibilities included dialogue writing, character balancing, level design, narrative flow charts, puzzle design, narrative design, resource balancing, item balancing, narrative pacing, voice casting, main quest design, and side quest design.

## Education

Champlain College - Bachelor of Science, Game Design

## Personal

Enjoys watching movies, going for walks, and baking. Loves both horror movies and games. Favorite game genres are RPGs and horror.