



## SAM BROOS TECHNICAL GAME DESIGNER

### PROFILE

Passionate technical designer at Vertigo Games, experienced in team management and creating modular technical systems, including weapons, AI, animations, visual effects, and UI/UX. Collaborates effectively with other departments, while being highly organized in documentation and in-engine work.

### CONTACT

[www.sambroosgamedesign.com](http://www.sambroosgamedesign.com)

[Sam.Broos32@hotmail.com](mailto:Sam.Broos32@hotmail.com)

+31 6 12220647

### EDUCATION

#### Creative Media & Game Technologies

- Breda University Of Applied Sciences.
- Bachelor of Science, specializing in Technical Game Design (September. 2020 - Present)

### SKILLSET

- Unreal Engine 4 & 5 (Visual Scripting)
- Unity Engine
- VR development
- Rational / Technical Game Design
- Analyzing playtest data and iterate based on feedback
- Documentation
- Management and multi-disciplinary collaboration
- Risk analyses
- Jira
- Confluence
- Perforce
- Plastic
- Github

#### Language

- Dutch - Native
- English - Fluent

### HOBBIES



Games



Fitness



Movies



Motorcycle

## SCHOOL PROJECTS

### Technical Designer | Arizona Sunshine 2 | Vertigo Games

September 2023 - December 2023.

**Designed 58 achievements** and implemented various technical systems with the use of the **Unity engine**, such as **visual effects for explosives** and **collisions for 30+ ranged and melee weapons** and **100+ items and interactables** while being in close contact with the **code and animation department**. Conducted a **colorblind pass on all UI elements**. Demonstrated proficiency in **identifying and solving problems**.

### Lead / Technical - Designer | The Arcipelago Promise

September 2022 - Juli 2023.

**Designed, created, and iterated** upon modular content such as **AI characters and their animations, resource/interaction system, visual effects** and an **axe weapon** using **UE5 visual scripting tool** (blueprinting) based on competitor **research** and **playtest data**. **Managed the game creation pipeline**, including creating plans and sprint schedules aligned with current priorities while maintaining **multidisciplinary communication** to properly implement features.

### Lead UI/UX Designer / QA Lead | Duckside of the Moon

May 2022 - July 2022.

**Designed, created, and iterated** upon various **UI/UX systems** using **UE4 visual scripting tool** (blueprinting) based on competitor **research** and **playtest data** for a clear and responsive user interface. **Managed a design team to monitor and test mechanics, features, and gameplay experience**, creating action points and bug reports using an established **QA pipeline**.

### Technical / Level - Designer | Mushroomboy

Februari 2022 - April 2022.

**Designed, created, and iterated** upon various modular **technical-level design ingredients using UE4 visual scripting tool (blueprinting)** based on competitor **research** to enhance player experience in making **strategic choices**. Created the initial **demo-level design focusing on onboarding player movement, hazards, boons, and AI**, with a **moment-to-moment roadmap** to guide the intended look and feel.

### Lead / Technical / UI/UX / Level - Designer | Crazy Lily

May 2021 - July 2021.

**Designed, created, and iterated** upon **weapons and AI characters using UE4 visual scripting tool (blueprinting)** based on competitor **research** and **playtest data** to enhance player experience in making **strategic choices**. **Designed and created various level chambers**, from **sketching and research to grey box and white box**, including a **gym level**, to test gameplay moments and **establish metrics**, following an effective design process from **concept to polish in collaboration within a multidisciplinary environment**.

## ACHIEVEMENTS

### Duch Game Awards 2022 - Nominated Best Student Game.

- Nominated with **Duckside of Moon** for being in the **top 3 best developed game** by a student or group of students at a Dutch university

### Breda University of Applied Sciences - Best Y2 Design.

- Winner with **Duckside of the moon** for having the **best designed game of IGAD** year two.

### Breda University of Applied Sciences - Best Y2 Production.

- Winner with **Duckside of the moon** for having the **best production process of IGAD** year two.

### Featured within the Unreal Engine student showcase 2022

- Featured With **Duckside of the moon** for being **one of the most amazing student project** created around the globe.