

Sam Celeste

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EDUCATION

University of Southern California

2016 – 2020 *expected*

Bachelor of Art – Interactive Media & Game Design

SKILLS

- ❖ Unity 3D and 2D, GameMaker Studio
- ❖ C#, C++, Arduino, Python
- ❖ Game Systems & Virtual Reality Design
- ❖ Level Greyboxing & Probuilder
- ❖ Design Macros/Documentation
- ❖ Adobe Photoshop
- ❖ Git, Perforce
- ❖ RPG Gamerunner/Gamemaster

PROJECTS

Project: Icarus – Virtual Reality Hero Shooter - Unity

Lead Designer

February 2018 – Ongoing

- ❖ I am leading a design team of 6 in a larger team of 30 through creating a team culture of communication, group feedback & work sessions, and modeling best possible work behavior
- ❖ Creating and iterating on level greyboxes for a six-degrees-of-freedom, fast & physical VR shooter
- ❖ Designing & testing hero abilities with a specific focus on the physicality and immersion of VR
- ❖ Writing communicative & effective design documentation for use by artists and engineers

Basements & Bugbears – 2D Narrative Game - Unity

Project Co-Creator

January 2018 – Released July 2018

- ❖ Created design documentation, production documentation, art, sound, and utilized usability testing in order to make a polished and emotional experience
- ❖ Wrote over 1500 lines of branching dialogue for a comedic and evocative coming-of-age game
- ❖ Programmed robust dialogue and interaction systems that interface with a parser to display animated text and perform audio, animation, and event commands

Stepstone Island – iOS Mobile Fitness Game - Unity

Designer

August 2017 – Released May 2018

- ❖ Worked in a team setting with industry professionals to produce a highly polished mobile game showcased at E3 2018 and released on the iOS App Store
- ❖ Prototyped & created documentation to craft a “cozy game” mobile fitness experience

RPG Gamerunning – Tabletop/Digital

Game Master & Designer

2008 – Present

- ❖ Designed quests, campaigns, and characters within over 15 official RPG gamebooks and rulesets
- ❖ Crafted tense, evocative creative combat scenarios through iterative design/playtesting sessions
- ❖ Prototyped and designed varied levels for dozens of different settings and in many different scales
- ❖ Designed hundreds of diverse monsters and environments for use in direct player interaction