## Education

**Bournemouth University**
**BSc Games Technology**
2014 - 2018

**Overall, 2:1** | Year 1, Distinction (1st)
| Year 2, 2:1
| Year 3, 2:1

## Employment

**Blueprint Digital Media**
**Games Designer (Generalist)**
Sep 2016 - Jul 2017

My main roles included:

• Scripter (UE4 Blueprints)
• 3D Modeller (Maya & Agisoft)
• Texture Artist (Substance Painter)

### Feral Interactive

**Technical QA Tester**
Oct 2018 - Jul 2020

**Jr Games Designer**
Jan 2020 - Jun 2021

In my role as a Junior Games Designer, I contributed to Total War: Rome Remastered by designing the game's 'modern tool tips' and 'modern controls,' in addition to assisting the Lead Designer with various aspects of the project.

**Lead Games Designer**
Mar 2020 - Preset

I am very proud to have been the Design lead on: Alien Isolation Mobile, Hitman Blood Money Reprisal, GRID Legends Mobile and an unannounced VR game.

My Design Lead experience has honed my ability to craft cohesive UI that scales seamlessly across various screen sizes and interfaces with minimal adjustments. I'm also adept in designing intuitive control systems for games adapted to new platforms.

My key contributions include:

• Designed and iterated UI wireframes and mockups in Adobe XD, incorporating end-user feedback for enhanced usability.

• Authored and maintained the GDD in Confluence, ensuring clear communication of design goals.

• Mastered EGO UX Tool to implement UI for GRID Legends.

• Created game-ready art assets/icons in Affinity Photo/Designer.

• Designed & balanced gameplay mechanics such as Aim Assist and Steering Assist , enhancing accessibility and responsiveness for a wider audience.

• Designed and refined library features used across multiple projects at Feral such as the Virtual Control Pad and Editor.

# Sam Williamson
UX Games Designer

Greetings! I'm Sam, a passionate Game Designer adept in UI/UX from Littlehampton, UK.

I grew up with an admiration of Gaming and the experiences it could enable; something I felt other art forms could not achieve.

 Playing Co-op games with my friends is my favourite thing to do in my down time. Aside from gaming, I like keeping up and tinkering with the latest innovations in technology, whether they be hardware or software! I am also an avid Formula One fan.

## Toolset

I have experience with the following development tools:

• Adobe XD
• Unreal Engine 4
• Unity
• Affinity Photo
• Affinity Designer
• EGO UX Tool
• Confluence
• JIRA
• Visual Studio/Code
• Maya
• Agisoft
• Substance Painter
• Substance Designer
• VBS3

## Contact Me

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