

Samson Jinks

Game Designer

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Skills

Scripting Languages

- C#
- UnityScript
- Python
- Unreal Blueprints

Game Engines

- Unity 3D
- Unreal 4
- Zero (Proprietary)

Game Design

- Level Design
- Puzzle Design
- System Design

Platform Experience

- Mobile (iOS, Android)
- Computer (PC, Mac)

Documentation

- Team Project Planning
- QA Breakdowns
- Design Docs

Dev Tools

- Adobe Photoshop
- Adobe Illustrator
- Microsoft Office
- Google Suite
- Autodesk Maya

Source Control

- Github
- Perforce
- Unity Collab

Professional Experience

Staff Unity Developer

Stupid Simple Fitness Apps and Games - Unity 3D

Venn Interactive, Inc.

5 Months (June '19 to Oct '19)

Redesign of all fitness apps to match modern UI and feature design, as well as improve general stability.

- Developed majority of new features and app interactions in Unity 3D
- Rapidly prototyped changes for approval of lead dev and beta testers
- Oversaw and provided direction to fellow dev who conducted redesign of app UI states for tablet devices, ensuring all changes matched studio style guide

Junior Unity Developer

Stupid Simple Fitness Apps and Games - Unity 3D

Venn Interactive, Inc.

12 months (June '18 to June '19)

Specialty diet and lifestyle apps built to assist users in reaching their daily goals and tracking their food intake.

- Developed a new Fasting app (included saving/syncing fasts between devices)
- Rebuilt previously unreleased Workout app to work with new internal systems
- Incorporated newly developed Fasting + Workout apps to interact with previously existing diet apps (Keto, Macros, and Paleo)
- Coordinated testing sessions and bug fixes for updates based on QA team feedback and user bug reports
- Built and released all apps associated with Stupid Simple brand, ensuring that all platforms (iOS, Android, Kindle) had consistent feature updates

Game Production Intern

When In Rome, Techstars Demo - Amazon Alexa

Sensible Object

2 months (Sep '17 to Oct '17)

Transmedia educational board game, focused on enhancing board game experiences with digital components.

- Recorded, cleaned, edited dialogue up to a professional standard
- Documented technical processes, design proposals involved in production
- Performed QA, ran playtests, wrote detailed reports of both for team use

Puzzle Designer

Sparrow Files, Volcano God, Excalibur - Escape Rooms

Epic Team Adventures, LLC

4 months (May '16 to Aug '16)

Escape rooms that incorporate unique physical components and high-end tech for immersive experiences.

- Designed and produced original, themed puzzles for episodic puzzle rooms
- Ran playtesting sessions, documenting/fixing bugs in tech and puzzles
- Assisted with the design of the Arthurian puzzle room Quest for Excalibur

Game Counselor

GMG Redmond Campus - Unity 3D

Girls Make Games

1 month (July '17)

Education

DigiPen Institute of Technology

BA in Game Design

Graduated: April 2017

Personal Projects

System Designer

The Secret Society of Shifters - TTRPG

- Designed systems for characters, combat, and built adventure modules.
- Performed extensive live testing.

Gameplay Developer

Smoothie Groove - Unity 3D

- Built out specialty match-based puzzle gameplay for mobile devices, scripting all interactions in C#.
- Set up to work with level load-ins from text docs.