

Education



Bournemouth University

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

While working at Blueprint, I worked on the company's first game, 'Relapse'.

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

During my time as a Jr Games Designer, I worked on Total War: Rome Remastered where I designed the games 'modern tool tips' and 'modern controls' as well as helped the Lead Designer with various parts of the project.

Lead Games Designer

Mar 2020 - Present

My first project as a Lead Games Designer was on the Alien Isolation Mobile port. My main duties were adapting the UI for the new mobile form factor, as well as designing seamless touch controls. This was delivered using a clear and up-to-date GDD as well as providing accurate UI mock ups created using Adobe XD.

My next project as a Design Lead was on Hitman Blood Money: Reprisal for Switch on Mobile. For the project, I was in charge of designing a UI which would scale well from mobile to TV's with minimal changes (using Adobe XD), as well as designing systems such as an 'Aim Assist' which could be used for touch and gamepads; allowing the combat to feel seamless for all players.

I am currently working as the Lead Designer on an unannounced mobile project where I my responsibilities are to author & maintain the GDD and to redesign the controls and interface to be mobile first. Unlike previous projects, I am heavily involved in creating the UI as well as any animations to improve the user experience.



Sam Williamson

Games/UI/UX Designer

Greetings! I'm Sam, a passionate Game Designer adept in UI/UX hailing from London, 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 with the latest innovations in technology, whether they be hardware or software! I am also fan of various sports such as Football & Formula One.

Toolset

I have experience with the following development tools:

- Adobe XD
- Unreal Engine 4
- Unity
- Maya
- Substance Painter
- Substance Designer
- Affinity Photo
- Affinity Designer
- VBS3
- Visual Studio/Code
- Confluence
- JIRA

Contact Me

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