

# SAMUELMORRIS

Programmer (C++, C#) and Game Developer

www.sammorris.info

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## Profile

I am a developer and game designer, working since 2010 on a number of projects for clients and myself. I have completed a 1<sup>st</sup> class undergraduate degree in Games Technology at UWE Bristol, followed by an MSc Commercial Games Development with the same institution, at distinction level. I have various notable projects, including a licensed title making use of Valve Corporation's Portal IP and Source Engine. In my various roles, both permanent and freelance, I have been invaluable in authoring features and prototypes that the existing team could not have otherwise completed, such as a reflection-based undo/redo and customizable audio playback systems. When needed, I've also been able to fill other roles, including assisting with project management, authoring promotional materials, and making modifications to internal web applications.

## Education

University Of The West Of England 2013-2018:

*BSc Games Technology (sandwich) – 1<sup>st</sup> Class (Grad. 2017)*

*MSc Commercial Games Development – Dist (Grad. 2019)*

Clacton Coastal Academy 2008-2013:

**A/AS Level:**

*BTEC L3 Diploma in IT – Double Distinction\**

*BTEC L3 Subsidiary Diploma in Media – Distinction\**

*A-Level Media – B AS Critical Thinking – C*

**GCSE:**

*English Language – A*

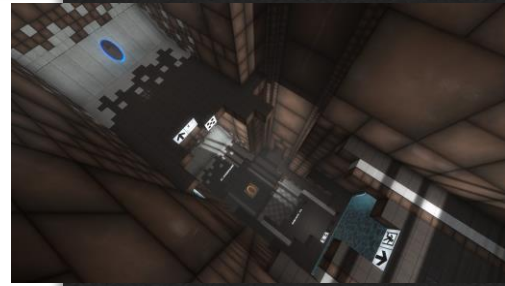
*English Literature – C Science – A*

*Additional Science – A Maths – A*

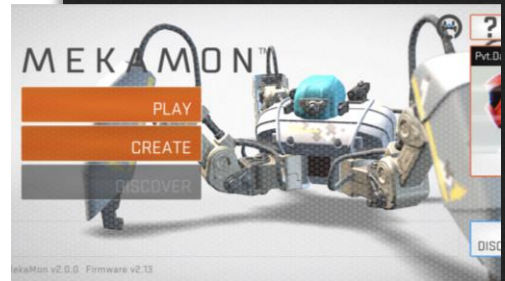
## Employment

- **Reach Robotics** – *Unity Developer (Aug 2018–Jan 2019)*
  - Contributed to the launch of MekaMon Berserker v2 (Android, iOS) by developing a custom audio system, new gameplay modes, virtual robot audio, seasonal event framework, improved editor tools, and begun the transition to a new networking back-end
- **PlayWest** – *Unity Developer (Jan-Jun 2018)*
  - Development of Shelter Titans for UWE's Civil Engineering Department, including the authoring of underlying systems, 2D/3D art assets and UI.
- **CartoConsult** – *Contractor (Jun-Dec 2017)*
  - Development of prototypes for client pitches, including early development of a B2B AR app
- **Pointcube Ltd.** – *Software Developer (June-Sep 2017)*
  - Development of low-level systems for unreleased B2B application, including an in-depth undo/redo system, input manager and localisation tool
- **Elite Treacle Ltd.** – *Project Lead/Owner (2015-present)*
  - Developing *Portal: Outside Influence*, a standalone game using Valve's Portal IP and Source Engine.

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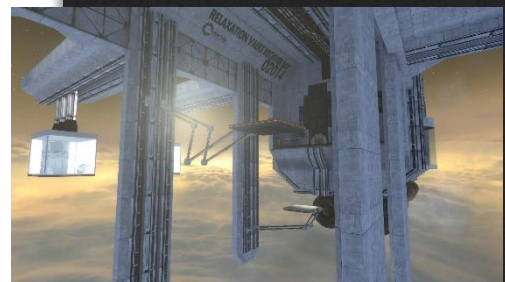
Portal: Outside Influence



MekaMon (at Reach Robotics)



Cool Egg On The Run



Portal: Skyline



Lotus Station



Shelter Titans (at PlayWest)

## Experience and Skills

- 6+ years C++ and C# development, including use of SFML, DirectX, OpenGL, .NET, WinForms and more
- Experience with Unity 3D, Source and Unreal 4 engines
- Currently working on Steam release of "Portal: Outside Influence", a large-scale licensed retail project featuring new models, materials, levels, audio and code
- Has authored video content for a range of purposes, such as trailers and demonstrations
- Experience with a range of software, including: Autodesk 3DS Max, Maya, MS Office, Git, Visual Studio and Adobe Creative Cloud
- Has worked with shaders in HLSL and Unity ShaderLab
- Exhibited at Develop Conf. 2015 and PC Gamer Weekender 2017
- Good communicator, experienced working with internal team members, external collaborators, and clients
- Experience with a variety of platforms, including PC, Mac, iOS, Android, Oculus Rift, SteamVR, PS Vita, PS4, Steamworks, Arduino and Twilio



Reclamation for CS:GO



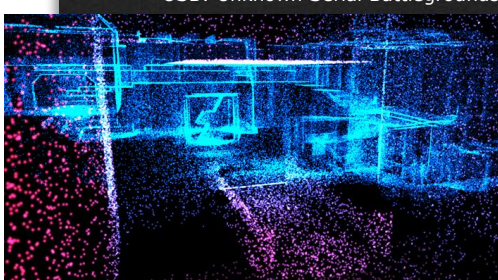
Kojima Drive



Pic-Man



USB: Unknown Serial Battlegrounds



ScanQuake



Shelter Titans (at PlayWest)

## Awards and Achievements

- Work featured on GameSpot's GS:GO Map Spotlight, Destructoid.com and Valve News Network
- Winner of the 2014 GameBanana High Altitude mapping and level design contest
- Portal: Outside Influence Greenlit for release on Steam
- UWE Dean's Award for Academic Excellence (2015)
- UWE CSCT Best Creative Technology Project (2017)

## Past Projects (extended portfolio at [www.sammorris.info](http://www.sammorris.info))

### Source Engine:

- Portal 2: Cave's Caves – 2012
- Portal 2: Core Civ – 2011
- Reclamation for CS:GO – 2013
- Portal: Skyline – 2014

### Unity 3D:

- Cool Egg On The Run – 2017
- Kojima Drive – 2017
- USB: Unknown Serial Battles – 2017
- CartoConsult Proto – 2017
- Pointcube B2B Software Proto – 2017
- ScanQuake - 2017
- Shelter Titans – 2018

### Unreal 4:

- Lotus Space Station – 2015
- Fire Propagation – 2017

### C++:

- Flip-Fall – 2014
- Water Simulations – 2015
- S.H. Gauntlet (DirectX) – 2015
- Lorenz Cipher Sim. – 2015
- Huffman Compression Demo - 2015
- PhysVis (Phase 2) – 2018
- Tremor Engine (C++ Modular Engine Dissertation) – 2017

### Misc:

- Portal:OI SDK Launcher – 2016
- VUtiful Joe (Analog VU Meter Controller) – 2017
- VisEdit (Editor application for PhysVis) – 2018

## Current Projects

- Portal: Outside Influence

**References available on request.**

