

SAMUELMORRIS

Programmer (C++, C#) and Level Designer

curriculum vitae

www.sammorris.info
Location: Bristol, UK
Email: sam@elitetreacle.com
Phone: 07432669367

Education

University Of The West Of England 2013-2017:

BSc Games Technology (sandwich) – 1st Class

Dean's Award for Academic Excellence (2nd year)

Best Creative Technology Project (dissertation, 3rd year)

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

Additional Science – A

Science – A

Maths – A

Employment

- Project lead at Elite Treacle Ltd. (self employ) 2015-present
- Freelance contracting with Pointcube Ltd. (June-September 2017) and CartoConsult (June 2017-present)

Experience

- 4+ years C++ and C# development, including use of SFML, DirectX, OpenGL, .NET, Mono, WinForms and more
- Experience with Unity 3d and Unreal 4 game engines and extensive experience with Valve's Source Engine
- Currently working on Steam release of "Portal: Outside Influence", a large-scale retail project featuring new models, materials, levels, audio and code – is currently the only third-party commercial Portal game with full source code and IP access
- Experience with a range of software, including: Autodesk 3DS Max, Maya, MS Office, Git, Visual Studio and the Adobe Creative Suite
- Has authored and modified shaders in HLSL and Unity ShaderLab
- Exhibited at Develop Conf. 2015 and PC Gamer Weekender 2017

Awards

- 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

Partial Portfolio (full portfolio available at 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

Unreal 4:

- Lotus Space Station – 2015
- Fire Propagation – 2017

C++:

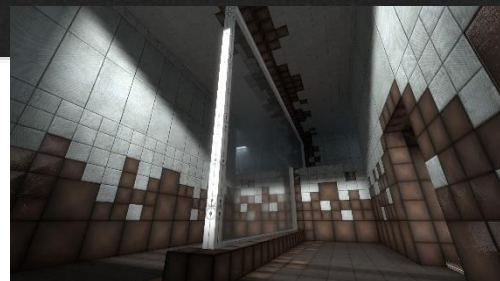
- Flip-Fall – 2014
- Water Simulations – 2015
- S.H. Gauntlet (DirectX) – 2015
- Lorenz Cipher Sim. – 2015
- Huffman Compression Demo - 2015
- Tremor Engine (C++ Modular Engine Dissertation) – 2017

Misc:

- Portal:OI SDK Launcher – 2016
- VUtiful Joe (Analog VU Meter Controller) – 2017

Current Projects

- Portal: Outside Influence
- PostFX/Transitions asset for Unity 3D
- Weiss Localisation Tool for Windows and Mac



Portal: Outside Influence



Portal: Skyline



Cool Egg On The Run



Reclamation for CS:GO



Tremor Engine



Lotus Space Station