

# SAMUELMORRIS

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

## curriculum vitae

www.sammorris.info  
Location: Bristol, UK  
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Phone: 07432669367

### Education

University Of The West Of England 2013-2017:  
*BSc Games Technology (completed 2<sup>nd</sup> year to a 1<sup>st</sup> class level – graduation expected to a 1<sup>st</sup> class level)*  
*Dean's Award for Academic Excellence (2<sup>nd</sup> 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 Science – A*  
*Additional Science – A Maths – A*

### Experience

- Project lead at Elite Treacle Ltd. (self employ) 2015-current
- Over 6,000 hours tracked experience with Valve's Source Engine since 2009
- 4 years C++ development, including use of SFML, DirectX & OpenGL
- Experience with Unity and Unreal 4
- Extensive experience with Valve's Source Engine, including low level engine modification and level design
- 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 Portal game with full engine source code access
- Knowledge of Autodesk 3DS Max and Maya
- Regular use of Adobe Creative Suite software since 2008, including but not limited to: Fireworks, Photoshop and Premiere
- Experience working with shaders in HLSL and Unity 3D
- 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](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

#### Unreal 4:

- Lotus Space Station – 2015
- Fire Propagation – 2017

#### C++:

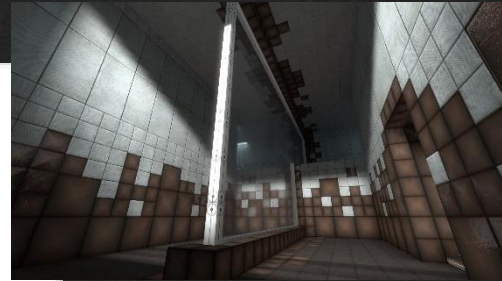
- Flip-Fall – 2014
- Water Simulations – 2015
- S.H. Gauntlet (DirectX) – 2015
- Lorenz Cipher Sim. – 2015
- Huffman Compression Demo - 2015
- Tremor Engine (C++ Modular Engine Dissertation) – 2017

#### Misc:

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

### Current Projects

- Portal: Outside Influence
- PostFX/Transitions asset for Unity 3D
- Time Rewind system asset for Unity 3D



Portal: Outside Influence



Portal: Skyline



Cool Egg On The Run



Reclamation for CS:GO



Tremor Engine



Lotus Space Station