



Profile

I am a developer and game designer, working since 2010 on a number of projects for clients and myself. I have completed a 1st class undergraduate degree in Games Technology at UWE Bristol and am currently working on completing an MSc in Commercial Games Development at the same institution. I have various notable projects, including a licensed title making use of Valve Corporation's Portal IP and Source Engine. In my roles on freelance contracting projects, 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 system. I have also filled other roles, including assisting with implementing project management systems and authoring promotional materials.

Education

University Of The West Of England 2013-2018:

BSc Games Technology (sandwich) – 1st Class (Grad. 2017)

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

Best Creative Technology Project (dissertation, 3rd year)

MSc Commercial Games Development (till Nov. 2018)

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

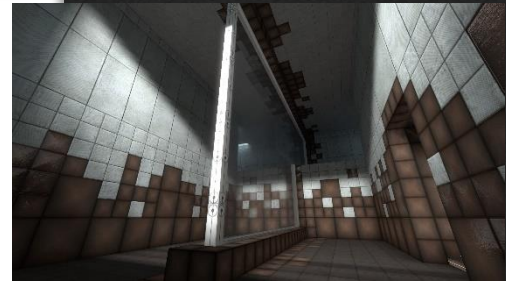
Employment

- Project lead/owner *Elite Treacle Ltd. 2015-present*
 - Developing *Portal: Outside Influence*, a standalone game using Valve's *Portal* IP and *Source Engine*

Freelance/Contracting:

- *PlayWest/UWE Bristol (Jan-Jun 2018)*
 - Development of *Shelter Titans* UWE's Civil Engineering Department, including the authoring of underlying systems, 2D/3D art assets and UI
- *CartoConsult (Jun-Dec 2017)*
 - Development of prototypes for client pitches, including early development of a B2B AR app
- *Pointcube Ltd. (June-Sep 2017)*
 - Development of low-level systems for unreleased B2B application, including an in-depth undo/redo system, input manager and localisation tool

(Continued overleaf)



Portal: Outside Influence



Portal: Skyline



Cool Egg On The Run



Reclamation for CS:GO



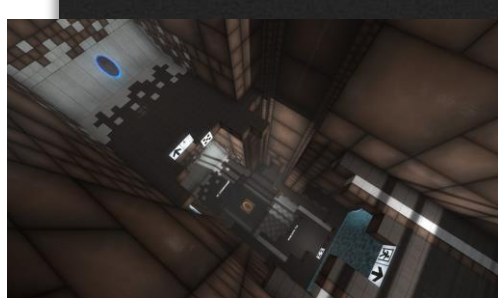
Lotus Station



Shelter Titans

Experience and Skills

- 5+ 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 the Adobe Creative Suite
- 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 and PS4



Portal: Outside Influence



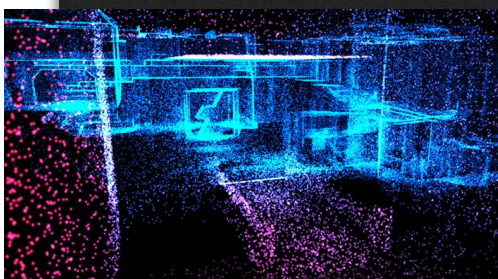
Kojima Drive



Pic-Man



USB: Unknown Serial Battlegrounds



ScanQuake



Shelter Titans

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)

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
- Weiss Localisation Tool

References available on request.

