

## Sam Rowett

Game & Narrative Designer  
[www.samrowettgames.com](http://www.samrowettgames.com)

I am Game & Narrative Designer with a passion for digital mythmaking, innovative storytelling, and using gameplay to reinforce core narrative themes. Coming from a background in creative and performing arts, my experiences guide me in creating uniquely character-driven experiences.

## Experience

### Game & Narrative Designer – King’s College London, Ludico Initiative (2018 - Present)

Game & Narrative Designer for King’s College London’s ground-breaking Ludico initiative, using games technology to develop digital learning experiences for postgraduate students.

*Tasks & responsibilities:* Game design. Scriptwriting. Documentation. QA/Gameplay balancing. Programming (C#).

### Game & Narrative Designer, Environment Artist – “Bright Blades” (In-development)

Currently developing *Bright Blades*, a retro tactical RPG aimed at players new to strategy games. Releasing 2020.

*Tasks & responsibilities:* Game design. Scriptwriting. Documentation. Team management. 2D art asset creation. UI design. Audio/SFX Design. QA/Gameplay balancing. Game promotion. Programming (Javascript). QA/Gameplay balancing.

### Game Designer – “Consumer Cognition” (2019)

Educational game combining marketing tests with city builder mechanics. Developed for King’s College London.

*Tasks & responsibilities:* Game design. Content writing. Documentation. Team management. Particle effects. UI design. Audio/SFX Design. QA/Gameplay balancing.

### Game & Narrative Designer – “Spider” (2018)

Political management game about ensuring a country’s stability in the face of disaster. Developed for King’s College London.

*Tasks & responsibilities:* Game design. Scriptwriting. Documentation. Team management. UI design. Audio/SFX Design. QA/Gameplay balancing.

### Game & Narrative Designer, Environment Artist – “My Last Son” (2017)

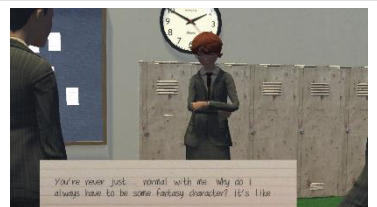
Narrative puzzle game about loss and motherhood inspired by Yoruba tribe art and culture. Showcased at EGX 2017.

*Tasks & responsibilities:* Game design. Narrative design. Documentation. Team management. 3D art assets. UI design. Programming (C#). QA/Gameplay balancing. Game promotion.

### Game & Narrative Designer, Environment Artist – “Three Heroes” (2016)

Narrative game about tabletop games and the friendships between children. Showcased at the PC Gamer Weekender 2017.

*Tasks & responsibilities:* Game design. Scriptwriting. Documentation. Team management. UI design. 3D art assets. Programming (C#). QA/Gameplay balancing.





## Freelance Voice Over Artist – Project Trinity, Melinda Gateway, others (2009 - Present)

Freelance voice over artist for video games, web series', and other professional ventures, including: *Women of Xal*, Melinda Gateway (English translation voice over), First Aid Spray podcast, and *Project EYeris*.

*Tasks & responsibilities:* Character voices. English voice overs. Announcements.

## Entertainer, Entertainments Supervisor – Lightwater Valley (2014 - 2015)

Team member and later supervisor of a Yorkshire theme park's entertainments team.

*Tasks & responsibilities:* Team management. Show organisation. Magic shows. Theatre production and management. Backstage management.

## Freelance Writer – AUKids, Ga-Ma-Yo, gamrReview, VG Chartz, others (2012 - 2014)

Freelance writer for physical and online publications, including AUKids (magazine for parents of autistic children), Ga-Ma-Yo (Game Makers Yorkshire), and VG Chartz (gaming website).

*Tasks & responsibilities:* Article writing. News and previews. Transcription. Interviews.

# Education

## Game Design & Development (MA), National Film & Television School (2016-2017)

## Creative Writing (MA), University of Essex (2011-2012)

## Creative Writing (BA), University of Essex (2008-2011)

First-class honours.

# Other skills

- Designing, building, testing, and prototyping games with the Unity engine. (5+ years)
- 3D modelling using Maya and Substance Painter, specialising in props, environments and modular level design. (4+ years)
- 2D sprite animation using Photoshop and Aseprite. (3+ years)
- Microsoft Office, including Word, Excel, and PowerPoint, for project documentation. (10+ years)
- GitHub version control. (4+ years)

