

# SAM ROWETT

Game & Narrative Designer

## Experience

Junior Game Designer 2022 - Current

Supermassive Games

### Unreleased Title

- Active part of design team from pre-production for a multiplatform AAA title.
- Wrote lore and background details for characters, collectibles, and histories.
- Storyboarded, developed, and implemented player choices and outcomes.
- Built and iterated on levels, puzzles, and cutscenes using Unreal Engine 5.
- Designed and tested gameplay systems and interactions with Blueprints.
- Implemented and tested gameplay, challenges, and player interactions.
- Built and staged cinematics and motion capture with UE5 Sequences.
- Collaborated with narrative designer to ensure franchise consistency.
- Developed in-game secrets and their stories with narrative designer.
- Converted storyboards from in-house tools to UE5 with GameFlow.
- Proposed and documented pickups connected to major franchise.
- Managed subtitles and documented information for localisation.
- Proofreading and continuity-checking for original game script.
- Supported motion capture team and actors in recording data.
- Cooperated with QA and other designers to find and fix bugs.

### Unannounced Dark Pictures Title

- Soft-launched an experimental mobile adaptation project for a AAA release.
- Used Unreal Engine 4 to capture and convert content for new platforms.
- Worked with advanced designer to ensure faithfulness to the DP brand.
- Regular part of "feedback team" communicating design progression.
- Tested the gameplay, cutscenes, interactions, and choice outcomes.
- Collaborated with other designers to fix bugs and solve problems.
- Wrote and maintained UI/UX content and game style guide.
- Documented project development with head producer.
- Early participant in initial in-studio project testing.

Gaming Features Writer 2021 - 2022

CBR

- Wrote news, previews, and articles about classic games and industry events.

Game & Narrative Designer 2018 - 2020

Ludico (KSC), King's College London

- Wrote and designed 7 digital learning experiences for Master's level subjects.
- Built levels, puzzles, and challenges for each game using the Unity Engine.
- Designed narrative content using Ink Engine, Twine, and in-house tools.
- Collaborated with project artist to produce 2D and 3D art and UI assets.
- Led design research to improve the use of tools and game engines.
- Worked closely with academic staff to ensure subject accuracy.
- Managed narrative and design documentation for each title.
- Supported programmers in writing and testing C# code.
- Demonstrated work at academic presentations.

QA Tester 2016 - 2021

PlotTwist Studios

- Provided game testing and demo voice overs for independent game studio.

Supervisor 2015

Lightwater Valley

- Managed and supervised entertainments team during transitional period.
- Wrote and directed for events advertising and customer engagements.

## Contact

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## About Me

Game & Narrative Designer. Experienced in AAA, commercial, independent, and educational games. Passionate about stories that emphasise player choice, character development, and world-building. Can relocate across the UK.

## Skills

- Unreal Engine
- Unity Engine
- Scriptwriting
- Narrative Design
- Autodesk Maya
- Photoshop
- Substance Painter
- Version Control
- QA Testing
- Unreal Blueprints
- Level Design
- 2D & 3D Art
- Documentation
- Problem-solving
- Project Analysis
- C# Programming
- Scene Directing
- Public Speaking

## Education

**Game Design & Development (MA)** 2016-17  
*National Film & Television School*

**Creative Writing (MA)** 2011-12

**Creative Writing (BA)** 2008-11  
*University of Essex*

## Independent Work

**Bright Blades** 2022  
Retro-style fantasy strategy game.

**My Last Son** 2017  
Silent narrative adventure game.  
*Showcased at EGX 2017.*

**Three Heroes** 2016  
Choice-driven narrative adventure.  
*Showcased at the PC Gamer Weekender.*

## Other Interests

**Charitable Fundraising**  
Raised £600+ for Ukrainian medical aid.

**Passion for Learning**  
My writing draws on history, politics, philosophy, and how they shape society.

**Tabletop RPGs**  
I run, write, and design tabletop RPGs for players across the world in spare time.

**Baking Exceedingly Good Cakes**  
How else do you think we raised that £600+?