

Sam Celeste

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EDUCATION

University of Southern California

Graduated 2020

Bachelor of Arts – Interactive Media & Game Design

SKILLS

- ❖ Technical Design
- ❖ Unreal Engine, Unity
- ❖ C++, C#
- ❖ Level Design & Greyboxing
- ❖ Design Documentation
- ❖ Narrative, Writing & Editing

EXPERIENCE

Messhof – Unannounced Project

Quest Designer – July 2022-Present

- Design quests with snappy gameplay, smooth player flow, and intriguing narratives.
- Develop core macro documentation that plots all quests, outlines emotional & gameplay arc, and defines project scope in terms of asset & system needs.
- Build levels that support fast & dynamic movement systems, guide players through vast open world play spaces, and create cinematic gameplay moments.
- Collaborate with writer to develop main story, express narrative through environment & gameplay, and write/edit NPC dialogue.

Beasts of Maravilla Island – 3D Adventure on Nintendo Switch/PC/Xbox/Playstation

Technical Designer – July 2019-September 2021

- Designed, programmed, and maintained core and secondary systems such as player movement, small animal behavior, technical art, and performance optimizations.
- Created tools for use by the design team, including choreography of animals & game visuals.
- Built almost all shaders, materials, particles, and VFX for creatures & environments.
- Worked many roles alongside a large team to see the development of the game from pre-production to multiplatform release, from design to programming, tech art, and editing.

Akupara Games – Unannounced Project

Designer – August 2019-December 2019

- Collaborated with leadership to create core design documentation and creative pillars.
- Iterated on level designs on-paper and in-engine for use in an evocative and original vertical slice.
- Created clear systems design documentation and reference that established design philosophies for the project as it moved into full production.

Ascend – Virtual Reality Hero Shooter

Lead Designer – July 2018-May 2019

- Led four designers by creating a team culture of communication, arranging group feedback & work sessions, and modeling best possible work behavior.
- Created and iterated on level greyboxes for a six-degrees-of-freedom, fast & physical VR shooter.