

# Sam Leiman

Game Designer

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## GAME PROJECTS

### Forgetful Friends

I worked in a group of three students to create this game for Intro to Narrative Design. We paid careful attention to logic and world building details to create a solid narrative experience.

### Ultra Kermit Fighters

I worked in a group of four students to create this game for Intermediate Game Development. We utilized strategies for working in a team including standups and assignment boards, as well as learning about how to present and market games.

### Quarterly War

I created the Quarterly War for Intro to Game Development over the course of four months. This was a solo project used to teach every aspect of game development from art passes to playtesting.

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## EXPERIENCE

### Esports Consulting Intern

I perform research and provide advice to a Vegas-based eSports conglomerate over strategies involving breaking into eSports through titles such as Overwatch, League of Legends, and CS:GO.

### Vice President of NYU Digital Art Club

I teach lectures on Photoshop, game design, and animation, run events with over 50 students, and create promotional material.

### Media Artist for Poly Gaming Network

I create various promotional materials, such as Facebook banners and Twitch overlays, for the various gaming events the PGN runs at NYU. I also help run the Super Smash Brothers tournaments by managing all the players and assuring the events run in an efficient and timely manner.

## KEY SKILLS

### Unity

I use Unity for working on a majority of digital games. I am proficient in using C# for programming games with the Unity API. I have over three years of experience in the engine, so I use various versions including the latest ones.

### Adobe Photoshop

I have been working in Photoshop for over five years. I have taken commissions for both artistic and graphic design works. I mainly use photoshop for any art I use in games and any graphic design work.

### Additional Skills

I have used many other game engines like Unreal, GameMaker, and RPG Maker. I am also proficient in other Adobe Suite programs such as Illustrator, Animate, InDesign, and Audition. I have 3D modeling experience using Autodesk Maya and Inventor. I have experience building websites with HTML/CSS as well.

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## EDUCATION

### NYU

Class of 2019 Attending Tisch School

Game Design B.F.A.

G.P.A. 3.381

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## AWARDS

### National Hispanic Merit Scholar

I received this award in 2014 for scoring in the top 2% of hispanics on the PSAT.

### American Heritage Layout Design Award

I received this award for being the student most proficient at Adobe Photoshop and InDesign in 2014.