

# Samuel Côté

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Game designer and hobbyist with 3+ years of experience in a game development environment and eager for more.

## EDUCATION

### Champlain College, Burlington VT — *B.S. in Game Design*

August 2019 - May 2023

**Relevant Completed Courses:** Game Studio IV, Interactive Narrative II, Level Design II, 3D Modeling I, Procedural 3D Modeling

## PROJECTS

### Kessler Syndrome — *Unreal Engine 5 (Systems Designer)*

Fall 2022 - Spring 2023

Retro-styled atmospheric horror game set in a degrading space station.

### Udder Chaos — *Unity (Lead Designer)*

Spring 2022

A dairy-themed shooter prototype wherein the player drains ammunition for their weapons from differently-“flavored” enemies.

### Petal Pilot — *Gamemaker Studio 2 (Solo)*

Fall 2020

A relaxed top-down dogfighter where weapons plant flowers.

## EXPERIENCE

### Hartland Elementary School, Hartland VT — *Volunteer*

2013 - 2017

Data entry and mailroom and library assistance.

## TECHNOLOGIES

### Game Engines:

Gamemaker Studio 2

Unreal Engine 4 & 5

Unity

Godot 4

### Asset Creation:

Adobe Suite

Aseprite

Maya

Blender

Houdini

### Other:

Git & SVN

Google Suite

Excel

## SKILLS

Agile Development

Multidisciplinary Teamwork

Design Documentation

Systems Design

Scripting

## AWARDS

*Magna Cum Laude*

Spring 2023

Dean's List

Fall 2019, Spring 2020, Fall 2021, Fall 2022