

SAM ARTIGOLLE

sartigolle@gmail.com | +852 6708 2652 | sartigames.com

GAME DESIGNER | UNITY ENGINEER

EDUCATION

Savannah College of Art and Design (SCAD)

Hong Kong

BFA in Interactive Design and Game Development
Minor in Visual Effects
2016 - 2020

University of Oxford England

Studied BA (Physics) course
2012-2016

SOFTWARE

Proficient

Unity
Maya
Nuke
Substance Painter
Office suite
Jira
Confluence
C#
Lua

Knowledgeable

Photoshop
Illustrator
Premiere
ZBrush
Substance Designer
Houdini/VEX

SKILLS

English (native)
Cantonese (spoken)
Programming
Asset creation pipeline
3D modelling and texturing
Agile workflow

COURSE/WORK EXPERIENCE

PlayStudios Asia | Hong Kong

Associate Frontend Engineer

January 2022 - March 2023

- Implemented new awarding vectors for players and ensured consistency across entire app and configurable usage by Game Engineers
- Integrated multiple in-game advertising methods, allowing players to opt-in for customized rewards or showing during loading
- Managed release of client on app stores (Amazon, Google Play and App Store)

Associate Game Engineer

May - December 2021

- Created engaging in-game events with JSON and Lua code, including optimizing assets provided by creative team without sacrificing artistic vision, performance, or player experience
- Integrated and implemented *Cupid's Feast* event, involving limited-time event currency and shop with complex progression system
- Pioneered technical setup of running simultaneous events
- Worked on *New York Board Game* event, implementing purchase screen and adding flexibility to change tile layout between stages

Global Game Jam 2019 | Hong Kong

Programmer, HOH.me

- Created temperature/state mechanic, the primary system the player engages with
- Designed title screen and subsequent transition into game-play

PROJECTS

Gacha: Save the World | SCAD Hong Kong

Solo project, March - June 2020

- Created utility to auto-generate assets from CSV
- Implemented custom saving solution to store player progress
- Wrote and updated GDD

Zeus, Please! | SCAD Hong Kong

Technical Director, January - March 2019

- Integrated voice recognition system
- Created scoring algorithm
- Implemented artist-friendly CSV workflow to allow QA team to balance score system