Sam Kaplan

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www.SamKaplanGameDesign.com

Skills and Experience

- Conceptual design
- Design documentation
- Level design
- Prototype construction
- Creative/Narrative writing
- Collaborative group work
- Working within deadlines and schedules
- Personal time management
- Conflict management
- Quality Assurance Testing/Management

Software and Technology Competencies

- Unreal Tournament 3 Level Editor
- Kismit scripting
- Game Maker 7.0
- Virtools
- Photoshop
- Microsoft Office
- Tortoise SVN
- Familiar with: C++, Java, Maya, Flash, Unity, Dreamweaver, Illustrator
- QA management tools

Education

Champlain College Burlington , VT
Bachelor's Degree in Electronic Game and Interactive Development. Focus: Game Design. May 2009.
GPA: 3.4
Dean's List Spring 2007 – Spring 2009

Work Experience

frog design inc.
Quality Assurance Technician New York, NY January 2010 – Present
Write, update, and run test cases for multiple client-based projects.
Write detailed bug reports based on results from test cases.
Coordinating with development team members to address and resolve assigned tickets.
Oversee QA process and ensure proper testing schedule, tasks, procedures, and documentation by QA team.

Muse Games
Game Design Intern New York, NY September 2009 - January 2010
QA testing, level design, and concept prototyping.

Credited Works/Achievements

Guns of Icarus
Quality Assurance
Test builds of game for variety of issues such as bugs, difficulty balance, and multiplayer functionality.
Brainstorm ideas for gameplay enhancements/adjustments.

Bungie - Halo: Reach Emblem Design Contest
1st Place Winner

Interests/Activities

Steadfast appreciation for drawing, swimming, science, and game design.