

**Sam Strick**

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## Overview

- 7+ Years of professional experience in games and game related fields.
- Has a deep understanding of design and game industry trends while expanding and maintaining an extremely broad set of applicable skills.
- Experienced in all stages of game development in teams ranging from 1 to 20.
- Has designed released games in a wide variety of genres.

## Game Design Reel

URL: <https://vimeo.com/248605236>

## Published Work

### 2013 – 2017 (Laboratory):

- **100 Swords Season 2:** Game Design, Illustration, Graphic Design
- **100 Swords:** Game Design, Illustration, Graphic Design
- **Province:** Game Design, Illustration, Graphic Design
- **Province App:** AI Developer, Illustration, Graphic Design, UI/UX, Assistant Developer (implemented UI elements and animation)
- **Shift App:** UI/UX, Graphic Design, Assistant Developer (implemented UI elements and animation)
- **Shift: Single Card Game:** Game Design, Illustration, Graphic Design
- **Shadow of the Elder Gods:** Illustration, Graphic Design, Assistant Game-Design
- **The Strongest:** Game Design, Lead Developer, UI/UX, Lead Animator

### 2009-2013 (Various):

- **Colgate Tooth Defenders (FlickerLab / Colgate):** Game Design, Technical Artist, Project Manager
- **Untouchables: Mean Streets of Chicago (Playmatics / Paramount Pictures):** Game Design, Level Design, UI/UX, Flows, Trailer
- **Lego City: On Patrol (Playmatics / Lego):** Level Design, Graphic Design, UI
- **Kingdom Keepers: Race to Save the Magic (Playmatics / Disney):** Graphic design, Html, CSS, UI/UX, Flows, Game Design
- **Humanoid Asteroid (Come Out and Play Festival):** Game design (co-designed with Nick Fortugno), Costumes, Choreography, Vehicle design
- **Atlantean Adrift (Come Out and Play Festival):** Concept, Game Design, Acting, Project Management
- **Bully Beatdown: Proving Ground (MTV):** Graphic Design, Assistant Developer

## Contemporary Professional Experience

- RumbleMonkey INC (Summer 2016 - Present): *Graphic design, Market Research, Monetization Design, Front End Dev, Game Design, Game Prototyping, Biz Dev.*
- GG Esports Expo (Spring 2017 - Present): Visual Design, Branding

## Past Professional Experience

- Laboratory Games LLC (Fall 2010 - Summer 2016)  
Co-Founder, Lead Game Designer, Illustration, Developer, You Name It
- Kess Toys LLC (Spring 2016)  
Contract designer creating packaging for toys sold at major retailers
- FlickerLab (Summer 2012)  
Lead Game Design, Project Management
- Playmatics (Summer 2010 - Summer 2012)  
Art Director, Lead Artist, Game Design, Level Design, UI/UX design, wireframes/flows
- MTV Online (Spring 2009 - Summer 2009)  
Game Skinning, Front End Moderator, Copy Writer

## Misc

- Province was the 40<sup>th</sup> most popular board game of 2014 – Board Game Geek
- Won "Most Surprising" in the "OUYA CREATE Game Jam" by Kill Screen (Winter 2013) Game Design, Graphic Design
- Curator, host, and moderator of the State of Games - a series of talks at Tribeca 92nd Y (Fall 09 - Summer 09): Creator, Curator, Host, Moderator
- Won two awards for two separate projects at "The LittleBigPlanet 24-hour Game Jam" - Team Rocket, Team Bloody Clowns (Fall 2008): Game Design
- Only undergrad participating in a grad-student serious game developing project PET LAB Grad Program (2007 - 2008): Design, Visual Design
- Piece at 'The Sims: In the Hands of the Artists' art show in Chelsea (Spring 2007): Programming, Concept Design, Team Management
- Playtest NW's Monthly Playtest Meetup: Host/Mentor

## Professional Experience

Unity	C#	Javascript	123D Design
Adobe Suite	Microsoft Office	G Suite	Typography
Game Design	Graphic Design	Illustration	Maya (amateur)

## Education

- Parsons School of Design, Manhattan, NY (Class of 2010): *Bachelor of Fine Arts in Design and Technology, focus in games, top honors*
- Temple University, Tokyo, Japan Summer Program: Popular Media Studies