



**Sam Strick**

Game Design, Graphic Design, Illustration, UI/UX Design, Prototyping  
*imadethisthing.com / laboratory.vg / samuelstrick@gmail.com*

## *Education*

**Parsons School of Design, Manhattan, NY (Class of 2010)**

Bachelor of Fine Arts in Design and Technology, Graduated with Top Honors

**Temple University, Tokyo, Japan Summer Program (popular media studies)**

**Intern at MTV Online – web games (Spring 09)**

## *Skills*

### **Digital**

Professional understanding of Photoshop, Aftereffects, Flash, Adobe Premier, Illustrator, Solid understanding of AS3, Processing, Javascript, Arduino, 123D Design, and Sculptris. Professional at Illustration, Graphic Design, Mobile UI. Amateur at Maya and Circuit Design.

### **Analog**

Solid understanding of Plastics and Casting, Woodworking, Illustration, Drums, Banjo, Sewing/Pattern-making, Soldering, Listening, Idea Generation.

## *Published Work*

**100 Swords (Summer 2015) - Laboratory**

<https://www.kickstarter.com/projects/laboratory/100-swords>

*100 Swords is an easy to learn tactical deck building game that's played with a poker-sized deck of cards and a friend. Each turn presents a new puzzle as you navigate the varying cards in your hand and the ever changing and sometimes hidden cards of the dungeon!*

*Game Design, Illustration, Graphic Design*

**Province (Spring 2014) - Laboratory**

<https://www.kickstarter.com/projects/laboratory/province-a-competitive-building-microgame-for-2-pl/?ref=laboratory>

*Province is an quick-to-learn eurogame that you can fit in your pocket! Play it between games or make a night of it! Over ten thousand copies sold! 40th Most Popular game of 2014 according to Board Game Geek!*

*Game Design, Illustration, Graphic Design*

**Province App for iPad (Fall 2014) - Laboratory**

<https://itunes.apple.com/us/app/province/id909566494?mt=8>

*Two families vie for power as you settle a new provincial town. Build camps and banks, smithies and harbors and control growth as your town develops!  
AI Programmer, 'Bling' Programmer, Illustration, Graphic Design, UI/UX*

**Shift: Single Card Game (Spring 2013) - Laboratory**

<https://laboratory.vg/shift/>

*Shift is card game with the depth of a collectible card game where you only need one card, a few coins, around 20 minutes, and a friend or foe to play a great game.  
Game Design, Illustration, Graphic Design, Trailer*

**Shift: App (Spring 2014) - Laboratory**

<https://laboratory.vg/shift/>

*Shift is card game with the depth of a collectible card game where you only need one card, a few coins, around 20 minutes, and a friend or foe to play a great game.  
UI/UX, Graphic Design, Assistant Programmer (implemented UI elements and animation)*

**Shadow of the Elder Gods (Summer 2014) - Laboratory**

<https://laboratory.vg/shadow/>

*Help defend Arkham from Lovecraftian nightmares in our new 2-4 player co-op maxi-micro ameritrash board game!  
Illustration, Graphic Design, Assistant Game-Design*

**The Strongest (Summer 2013) - Laboratory**

<https://laboratory.vg/shadow/>

*The Strongest is an endless puncher designed for both long and short play sessions!  
Play it on the john, or play it on an hour long bus ride, the feat system allows it to be played either way!  
Lead Programmer, UI/UX, Lead Animator*

**Untouchables: Mean Streets of Chicago (Summer 2012) - Playmatics**

<http://www.youtube.com/watch?v=gLXAWGHtQS0>

*They bring a knife? You bring a gun! Untouchables for iOS is an arcade styled shooter set to come out later this year.  
Game Design, Level Design, UI/UX, Flows, Trailer*

**Lego City: On Patrol (Winter 2011) - Playmatics**

<http://city.lego.com/en-US/Games/On%20Patrol.aspx>

*Oh, no! The criminals from Lego City Jail have escaped! Even though you're a rookie, we know you can capture them all! Players control the Rookie as he navigates different side-scrolling game modes, and goes up in the ranks.  
Level Design, Graphic Design, UI*

**Kingdom Keepers: Race to Save the Magic (Fall 2011) - Playmatics**

<http://www.thekingdomkeepers.com/>

<http://www.thekingdomkeepers.com/race-to-save-the-magic-tutorial/>

*Help Ridley decode the Kingdom Keepers' message so he can help save the world!  
A weekly voting game where players determine the outcome of a three month experience.*

Graphic design, Html, Css, UI/UX, Flows, Game Design

**Humanoid Asteroid. Come Out and Play(Summer 2010) - with Nick Fortugno (Diner Dash)**

<http://www.youtube.com/watch?v=G7SIEmdVuPg>

<http://vimeo.com/16939158>

*Humanoid Asteroid is a live action recreation of the arcade classic Asteroids. Using dancers with movement training as the asteroids, players can board a ship and work together to take out the asteroids, and get the high score!*

Game design (co-designed with Nick Fortugno), Costumes, Choreography, Vehicle design

**Operation Sandstorm. Senior Thesis (Winter 2010 - Spring 2010)**

<http://www.youtube.com/watch?v=gfhklRjrmxA>

<http://a.parsons.edu/~strics96/thesis/>

*Operation Sandstorm is a fully functional 'giant-robot' cockpit, complete with 50 functional buttons, 2 joysticks, surround sound, a rumbling chair, and a multi-monitor hardcore-simulation fantasy piloting experience.*

Concept, Construction, Design, Physical Computing, Programming, Game Design, Prototyping, Art

**Atlantean Adrift (Summer 2010)**

<http://blog.idaimages.com/2009/06/29/atlantean-adrift-photos-and-recap/>

*An exiled Atlantean needs your help to gain the confidence needed to go back home. In this interactive play, players scavenged Dumbo, Brooklyn, to find clues, and friends, to help this Atlantean on his way.*

Concept, Game Design, Acting, Project Management

**Bully Beatdown: Proving Ground (Spring 2009) - MTV**

<http://www.mtv.com/games/arcade/game/play.jhtml?arcadeGameId=10246614>

*A re-skinning of an MMA game for the MTV property of the same name.*

Graphic Design, Junior Coder

## *Contemporary Work*

**Laboratory Games LLC**

To check out what I've been working on recently, published and unpublished, visit <https://laboratory.vg/>. Typically I'm our lead game designer and I've been our only visual artist since we started.

**Kess Toys LLC**

Working as a contract designer creating packaging for toys sold at major retailers.

## *Professional Experience*

**Laboratory Games LLC (2010-2016)**

Co-Founder

**Kess Toys LLC (Spring 2016)**

Working as a contract designer creating packaging for toys sold at major retailers.

**MTV Online (Spring 09 through Summer 09)**  
Game Skinning, front end moderator, copy writer

**Playmatics (Summer 2010 through Summer 2012)**  
Art Director, Lead Artist, Game Designer, Level Designer, UI/UX design, wireframes/  
flows

**FlickerLab (Summer 2012)**  
Lead Game Designer, Project Management

**Digital Media Advisor at MGM online. (Summer 2006)**  
Online strategist

### *Freelance Work*

**Disney: The Kingdom Keepers - Race for the magic (Summer 11) - Playmatics**  
Co-Designer, Lead Artist, Project Manager, Front-end Web Developer, CSS Coder,  
AS3 Coder

**Lego: City Police (Summer 11) - Playmatics**  
<http://city.lego.com/en-US/Games/On%20Patrol.aspx>  
Level Designer, UI Designer/Artist, Level Asset Artist

**Das Rasists' Who's that Brooown game for Sundance (Summer 11)**  
<http://dasracist.net/whosthatbrown.html>  
Artist, Animator

**Game at Come Out And Play entitled The Great Cupcake Wars (Summer 12)**  
<https://www.youtube.com/watch?v=woBtR8pHgpo>

**Game at Come Out And Play and Indiecade entitled Humanoid Asteroid (Summer 10)**  
<http://www.youtube.com/watch?v=G7SIEmdVuPg>  
<http://vimeo.com/16939158>  
Co-Designer

**Game at Come Out And Play entitled Atlantean Adrift (Summer 09)**  
<http://blog.idaimages.com/2009/06/29/atlantean-adrift-photos-and-recap/>  
Co-Designer, Actor

**Won "Most Surprising" in the "OUYA CREATE Game Jam" by Kill Screen (Winter 2013)**  
Game Designer, Graphic Designer

**Sucessful Kickstarter for "Shift" (Spring 2013)**  
Game Designer, Graphic Designer

**Curator, host, and moderator of the State of Games - a series at Tribeca 92nd Y (Fall 09 through Summer 09) with Rachel Chanoff**  
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 Designer

**Designer and administrator of Meltdown Comics & Collectables website (Summer 2007 – 2009)**  
Front-end Web Developer

**Apart of grad-student only funded serious game developing project PET LAB (2007- 2008)**  
Artist, Game Designer

**Finalist in boardgame design competition Ludo-Outaouais**  
Co-Designer, Lead Artist

**Piece at ‘the Sims, In the Hands of the Artists’ art show in Chelsea (Spring 2007)**  
Programming, Concept Design, Team Management

**Co-Directed music video for The Residents – “River of Crime,” Screened at the MOMA (Summer 2006)**  
<http://www.moma.org/visit/calendar/films/880>  
Co-Directed, Animator.

**Co-Directed music video for The Residents – “Secrets,” On the Residents Commercial DVD (Summer 2004)**  
Co-Directed, Editor

## *Interests & Activities*

### **Playing Music**

Percussion (Drums/Washboard), Banjo, Guitar (amateur level)

**Drawing free hand and w/ tablet**

**Designing, and building board and digital games**

**Placed in 2nd in Kata and 4th in Full Contact**

Semi Knockdown at the YUKAN Karate Championship in Montreal 2012

**I like animals (birds in particular)**