

SAMUEL FREEMAN

Gameplay engineering and design

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Motivated Unreal Engine 5 C++ / blueprint engineer with a passion for creating immersive game worlds and innovative gameplay mechanics. Seeking to leverage expertise in UE5 to contribute to a dynamic game development team.

Skills

Technical

- Object-Oriented Programming
- Gameplay Programming
- Procedural Generation
- AI Programming
- Physics and Animation Systems
- 3D Math, Data Structures and Algorithms
- Networking/Multiplayer

Languages

- C++
- Unreal Engine Blueprint

Tools

- Unreal Engine
- Github
- Agile | Jira
- Visual Studio
- Trello

Experience

VoidLab

Gameplay Engineer

2024 to Present | Revenue Share Project

- Collaborated with a multidisciplinary team to design and implement core gameplay elements.
- Developed gameplay systems, including AI behavior and spawning, player combat, movement, and interaction systems, multiplayer replication, and plugin integration, utilizing C++ and Unreal Engine 5.
- Documented technical processes to ensure clear communication across the team and facilitate future development and troubleshooting.
- Participated in regular team meetings to align project goals, provide technical insights, and ensure timely delivery of features within set milestones.
- Contributed to an iterative development process, refining gameplay systems based on feedback and playtesting to enhance user experience.

Projects

Gnomes Vs Knights

Tower Defense

Independent | 2024 | Blueprint | C++

- Essential tower defense gameplay systems and logic
- AI systems and management
- UI design and Integration
- Player abilities and tower progression

TerraTech

Procedural Terrain generation

Independent | 2024 | Blueprint | C++

- Procedural runtime terrain generation
- Procedural runtime biome generation
- Unreal 5 Material and PCG integration

Sword Of Chad

3rd Person Survival Craft

Independent | 2023 | Blueprint | C++

- Medieval style directional melee and ranged combat system
- Player crafting, inventory, equipment and building systems
- AI combat and player managed village systems
- UI \ menu design and integration
- Survival game mechanics and character progression
- Multiplayer Replication