SAM ROWETT

Thirsk, North Yorkshire

Game & Narrative Designer

Experience

Junior Game Designer — 2022 - 2024
Supermassive Games

The Casting of Frank Stone
- Active part of design team from pre-production for a multiplatform AAA title.
- Wrote lore and background details for characters, collectibles, and histories.
- Designed and iterated levels, puzzles, and cutscenes with Unreal Engine 5.
- Developed additional choices and their outcomes for branching narrative.
- Built gameplay systems and interactions with Unreal Engine Blueprints.
- Used sequences, animations, motion capture data to build cinematics.
- Managed subtitles and documented information for localisation.
- Closely collaborated with art, animation, camera, and QA teams.

Unannounced Title
- Soft-launched an experimental mobile adaptation project for a AAA release.
- Collaborated with design team to implement and troubleshoot cinematics.
- Used Unreal Engine 4 to capture and convert content for new platforms.
- Wrote and maintained UI/UX content and game style guide.
- Documented project development with head producer.

Freelance Features Writer — 2021 - 2022
CBR
- Wrote news, previews, and articles about classic games and industry events.

Game & Narrative Designer — 2018 - 2020
Ludico (KSC), King's College London
- Wrote and designed digital learning experiences for Master's level subjects.
- Built levels, puzzles, and challenges for each game using the Unity Engine.
- Designed narrative content using Ink Engine, Twine, and in-house tools.
- Collaborated with project artist to produce 2D and 3D art and UI assets.
- Led design research to improve the use of tools and game engines.
- Worked closely with academic staff to ensure subject accuracy.
- Managed narrative and design documentation for each title.
- Supported programmers in writing and testing C# code.
- Demonstrated work at academic presentations.

Freelance QA Tester — 2016 - 2021
PlotTwist Studios
- Provided game testing and demo voice overs for independent game studio.

Entertainer and Entertainments Supervisor — 2014 - 2015
Lightwater Valley
- Entertainments team for local theme park, later promoted to supervisor.
- Supervised team members, theatre shows, and events for park visitors.
- Assisted with writing and filming adverts and customer engagements.

Freelance Features Writer — 2012 - 2013
AuKids, VGChartz
- Freelance writer and contributor for an autistic magazine and a gaming site.

Contact

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About Me

Game & Narrative Designer. Experienced in AAA, commercial, independent, and educational games. Passionate about stories that emphasise player choice, character development, and world-building. Can relocate across the UK.

Skills

- Unreal Engine 4/5
- Unity Engine
- Twine
- ink Engine
- Scriptwriting
- Narrative Design
- Autodesk Maya
- Photoshop
- Substance Painter
- Version Control
- QA Testing
- Unreal Blueprints
- Level Design
- 2D & 3D Art
- Documentation
- Problem-solving
- Project Analysis
- C# Programming
- Scene Directing
- Public Speaking

Education

Game Design & Development (MA) — 2016-17
National Film & Television School

Creative Writing (MA) — 2011-12
Creative Writing (BA) — 2008-11
University of Essex

Independent Work

Bright Blades — 2022
Retro-style fantasy strategy game.

My Last Son — 2017
Silent narrative adventure game.
Showcased at EGX 2017.

Three Heroes — 2016
Choice-driven narrative adventure.
Showcased at the PC Gamer Weekender.

Other Interests

Charitable Fundraising
Raised money for Ukrainian medical aid.

Passion for Learning
My writing draws on history, politics, philosophy, and how they shape society.

Tabletop RPGs
I run, write, and design tabletop RPGs for players across the world in spare time.

Baking Exceedingly Good Cakes
Mr. Kipling would be jealous.