

SAM HOWELS

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Portfolio/Contact: www.samhowels.com

OBJECTIVE: TO BE A GOAL DRIVEN DESIGNER IN ALL ASPECTS OF A PRODUCTION PLAN THAT STRIVES IN A DEADLINE DRIVEN ENVIROMENT, USING EXCELLENT COMMUNICATION AND TEAMWORK SKILLS TO CREATE A HIGH QUALITY PRODUCT.

CURRENT GAME INDUSTRY PROJECTS

WORK IN PROGRESS PROJECTS:

- **Fickle:** I created this level for Crysis as a personal level design project to experiment with the efficient design of high quality environments to both create new gameplay features and to develop attractive natural locations without compromising performance. The level is based in the rocky canyons and forests of Eastern Europe, and features beautiful visuals, improved AI and impressive flowgraph scripted features such as an operable crane and a dynamically changing gate locking system. More information exists on my portfolio site at www.samhowels.com.

- **28 Months Later:** I am a level designer in this Crysis horror modification based on the 28 Days Later series of films. My current project involves creating a refugee camp in the Alps for the singleplayer campaign, which is based in high in the mountains surrounded by ramshackle defenses. The narrative involves the player traveling to this camp at the beginning of the campaign, meeting various refugees, and playing through their eyes in a series of stories that are based in diverse locations all around the world. The mod's official website is at www.28-months-later.com.

COMMUNITY REPRESENTATIVE:

- **Crymod.com:** Since February 2007 I have been an active staff member at Crytek's official modding portal for Crysis, www.crymod.com. Since my recruitment, I have risen from the rank of Wiki Staff Member (working on the CryWiki modding knowledge base) to become Lead Moderator, CryWiki Lead and eventually remotely employed as a Crytek Community Representative, where I perform the day to day management of Crymod.com as well as bridge the gap between the community and the developer with regards to Crysis modding.

COMPUTING SKILLS

Proficient In: Crytek's Sandbox2 Editor, GIMP, Notepad++, UltraEdit32, Word, Publisher, Excel, PowerPoint, Outlook, Google Sketchup, 2D Design.

Familiar With: XSI Mod Tool, Radiant Editor, Audacity, Corel Paint Shop Pro.

GENERAL INFORMATION

What I offer:

- Dedication to a given task
- Ability to learn new skills quickly
- Excellent proficiency with industry tools
- Very strong written and verbal skills
- Ability to work well to tight deadlines

What I'm looking for:

- Relocation support
- Competitive salary
- Strong and familiar team environment
- Integration into a professional team
- Challenging tasks and deadlines

EDUCATION

The Judd School

A Levels: Design and Technology, English Language and Literature, and Geography.

GCSEs: Maths, Biology, Chemistry, Physics, English, Geography, Design and Technology, History and French.

EMPLOYMENT HISTORY

Edwards Fuglewicz Literary Agents

June 2006 – August 2006

Literary Evaluator

Job Description: Analysis and evaluation of potential literary pieces for use by the agents. Involved regularly and critically assessing the commercial viability of pieces of literature from varying genres.

Simmonds Uniform

June 2006 – September 2007

Shop Attendant

Job Description: Converse with customers about what they required from their visit, and then assist them in deciding what to purchase for their son/daughter.

Crytek

March 2009 - Present

Crytek Community Representative

Liaising between Crytek and its community to improve both the community's developer relations as well as provide Crytek with valuable community feedback regarding their services and products.

INTERESTS

Currently my main interests include unpaid level design and working on Crymod.com. As well as playing video games, outside the gaming world I regularly play badminton, play drums in a band, listen to music and enjoy socialising. I also regularly attend my local air force cadets (where I have achieved the rank of Sergeant), and am responsible for over fifteen other cadets.

LINKS

www.samhowels.com – My portfolio website.

www.28-months-later.com – The official website for the 28 Months Later modification.

www.crymod.com – Crytek's official modding portal.