

Sam Hooser

(903) 257-6999 | Samuel.hooser@yahoo.com | <https://www.samhooserdesign.com/>

Experience

Encounter Designer | Unannounced MMORPG | Zenimax Online Studios | May 2022 – July 2025 | 400+ Team Members | New Proprietary ECS Engine | Cancelled

- Provided detailed feedback on proprietary tools to tools engineers to improve workflows and deliver needed features for Encounter work.
- Designed and championed Encounter, Activity, and Combatant features through documentation and early prototype iterations.
- Designed and maintained several combatant designs that included combatant loadouts, abilities, traversals, and intended play and counterplay dynamics.
- Designed, iterated on, and prototyped world activities complete with objectives and encounter beats.
- Oversaw all encounter work for a large milestone deliverable that included collaborating across all involved disciplines and responding to incoming feedback to improve the overall gameplay experience.

Gameplay Designer | Fortnite | Epic Games | Aug 2021 – May 2022 | 100+ Team Members | Unreal Engine 4/5 | PC, Xbox, PS, Switch, iOS

- Designed, maintained and shipped the Anvil Rocket Launcher weapon.
- Prototyped and iterated on the Port-a-Bunker that was cut from the season, but shipped in a later season.
- Prototyped, iterated on and shipped the Blimp POIs for the season that included AI patrol paths and spawning as well as integrated the POI into the POI distribution system within the engine.
- Prototyped, iterated on and shipped the Blimp POI's fans that served as a unique movement feature in the season.

Gameplay Designer | Space Smack! | SMU Guildhall | 11 Members | Unreal Engine 4 | [Steam](#)

- Responsible for all gameplay mechanics and functionality from prototyping to final polish.
- Planned, assigned, and scheduled tasks for myself and team throughout the project.
- Maintained documentation from creation to launch.
- Analyzing feedback and iterating on existing mechanics to better facilitate the intended experience.
- Collaborated cross discipline with other team leads to solve problems, plan tasks, and communicate effectively.

Systems Designer and Programmer | Haberdashers | SMU Guildhall | 60 Members | Unreal Engine 4 | [Steam](#)

- Designed, created and balanced 5 different power-ups for racers to use during the race.
- Designed and implemented a tiered coin boosting system and boost pads.
- Created 2 track specific hazards
- Assisted with Boost Camera placement and behaviors.

Education

Masters of Interactive Technology – Game Design | May 2021 | SMU Guildhall, Dallas, TX

B. S. Visualization – Minor in Game Design and Development | December 2018 | College Station, TX

Skills

Design – Encounter, Level, Combat, Gameplay

Tools & Workflows – Unreal Engine 4/5, P4V, Houdini, Visual Scripting, Workflow Development Debugging, Confluence, Miro