

Sam Hooser

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Experience

Combat/Encounter/Game Designer | Unannounced FPARPG | The Fun Pimps Entertainment | Feb 2026 – Sept 2026 | 15 Team Members | Unreal Engine 5 | Cancelled

- Designed and oversaw 25 different combatant kits, core combatants along with 4 unique boss fights, complete with loadouts, abilities, behaviors, synergies, and intended play and counterplay dynamics.
- Designed and oversaw 4 unique weapons complete with their movesets, statistics, and which playstyles/player fantasies they were intended to offer to players.
- Designed and oversaw a core “curse” system along with its game interactions and 10 unique “cursed abilities” the player could equip complete with their own progression skill trees.
- Designed a bevy of open world encounters, collectibles, and non-combat applications each of the “curse abilities” that could interact with the game world to encourage exploration.
- Collaborated on all designs across involved disciplines and responded to feedback while maintaining related documentation.

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 counter play 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 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 later seasons.
- 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.

Education

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

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

Skills

Design – Encounter, Combat, Game, Gameplay, System, Level

Tools & Workflows – Unreal Engine 4/5, p4v, Houdini, Visual Scripting, Workflow Development Debugging, Confluence, JIRA, Miro