



Contact Details

✉ sdcreativity@gmail.com

☎ +971 58 699 1705

📍 Abu Dhabi, UAE

🌐 samidummarportfolio.com

🌐 www.linkedin.com/in/samidummar

🌐 <https://github.com/samidummar>

Hard Skills

- Designing (Game / Level / Narrative)
- Programming (C# / Scratch)
- Documentation (Word / Excel / PowerPoint)
- Agile Methodology in Project Management (Trello / Milanote / HacknPlan / Jira)
- Game Engine (Unity)
- 2D and 3D Artwork (Krita / Blender)
- Video Production (Movavi Video Editor)
- Audio Production (ChipTone)

Soft Skills

- Organizational
- Communication
- Decision Making
- Multi-tasking
- Leadership
- Openness to Criticism
- Open-Mindedness
- Creativity
- Time Management
- Problem-Solving
- Stress Management

Languages

- English
- Tagalog
- Arabic

Sami Ventura Dummar

Game Designer and Level Designer

Game/Level Designer specializing in layout and prototyping. I have the ability to create and design gameplay spaces (especially in challenging dynamics), script mechanics and events, and produce engaging gameplay.

Relevant Experience

Various Game Production Skillsets 2020 - Present SAE Institute Dubai

- Worked on game design and game programming, also very flexible with other essential skillsets in game production such as narrative writing, audio production, project management and documentation.
- Coordinated a team of two behavioral pattern programmers with one being a 2D artist, a team of one A* pathfinding programmer and a 3D model artist, and a team of three networking programmers, each team as a lead game designer.
- Demonstrated creating numerous various paper prototypes and digital simulation prototypes to meet the client's demands and communicate production plans with colleagues.

Notable Game Production Skills 2022 - Present SAE Institute Dubai

- Demonstrated and created aesthetical and atmospheric level designs with grayboxing, covering environmental storytelling with linear, bottleneck, and hubspoke iterations.
- In-depth experience with agile development methodologies utilizing scrum and Kanban.
- Actively conceptualized monetization strategies for ongoing projects.
- Participated in numerous pre-release testing sessions and provided critical feedback along with bug reports to the production teams of the experimental prototypes for project quality assurances.

Indie Game Designer and Developer 2022 - Present Freelance

- Independently created an indie game in Unity to solely demonstrate a game design style of gameplay mechanics and dynamics.

Education

Bachelor's Degree in Game Design 2020 - 2023 SAE Creative Media Institute Dubai

Recognition

- Acknowledged as the highest grading student in one academic trimester studying at SAE Creative Media Institute Dubai.
- Nominated four times in SAE Creative Media Institute Dubai's Virtual Showcase.
- Three award winning accomplishments in SAE Creative Media Institute Dubai (Best Studio Project, Best Narrative Design, and Best Game Audio).
- Earned four High Distinction gradings, and Four Distinction gradings studying at SAE Creative Media Institute Dubai.
- Won 3rd place at the Global Game Jam 2023 Abu Dhabi, United Arab Emirates event.

Projects

Journey to the Cosmic Cat

September 2020 - December 2020

- Designing – Gameplay (Dynamics) / Aesthetics / Level Environment / Narrative
- Programming – Gameplay (Mechanics) / Level Interaction
- 3D Modeling – Diegetic UI / Interactable Objects
- Audio – Music
- Project Documentation – Game Design Document / High Level Design Document / Project Management / Task Breakdown / Rulebook / Postmortem

Course Breakout

May 2021 - August 2021

- Designing – Gameplay (Dynamics) / Aesthetics / Level Environment / Narrative / Boss Battle
- Programming – Gameplay (Mechanics) / Level Interaction
- 3D Modeling – Diegetic UI / Interactable Objects
- Audio – In-Game Sound Effects / Dialogues (Voice Acting) / Music
- Documentation – Game Design Document / High Level Design Document / Project Management / Task Breakdown (With Planning Poker) / Meeting Records (Regular Meetings and Standup Meetings) / Playtest Documents (Data Plan and Data Analysis)

Swing Lab

September 2021 - December 2021

- Designing – Gameplay (Dynamics) / Aesthetics / Level Environment / Narrative
- Programming – Gameplay (Mechanics) / Level Interaction
- 3D Modeling – Diegetic UI / Visually Presented Character Figures
- Audio – In-Game Sound Effects / Dialogues (Voice Effect) / Music
- Project Documentation – Game Design Document / High Level Design Document / Project Management / Task Breakdown (With Planning Poker) / Meeting Records (Regular Meetings and Standup Meetings) / Playtest Documents (Data Plan and Data Analysis) / Technical Design Document (Slight Contribution)

Heedless

February 2022 - May 2022

- Designing – Gameplay (Dynamics) / Aesthetics / Level Environment / Narrative Variables
- Programming – Gameplay (Mechanics) / Level Interaction
- 3D Modeling – Diegetic UI / Visually Presented Character Figures
- Audio – In-Game Sound Effects / Dialogues (Voice Effect) / Music
- Project Documentation – Game Design Document / High Level Design Document / Project Management / Task Breakdown / Meeting Records (Regular and Standup) / Playtest Documents (Plan and Data Analysis) / Technical Design Document

Wonderland Madness Reigns

May 2022 - August 2022

- Designing – Gameplay Balancing (Dynamics and Gameflow) / Aesthetics / Level Environment / Environmental Narrative Variables / User Interface / Team Logo and Product Logo
- Programming – Functions for Audio Calling
- Audio – In-Game Sound Effects / Music
- Project Documentation – Game Design Document / High Level Design Document / Project Management / Task Breakdown / Meeting Records (Regular and Standup) / Playtest Documents (Plan and Data Analysis) / Technical Design Document / Developer Logs / Business Plan

Saucer Dash Supreme

August 2022

- Game Design - Dynamics / Gameplay Balancing / Aesthetics / Level Environment / User Interface
- Programming - Player Mechanics / Various Obstacles / User Interface
- Audio - Sound Effects
- Visual - Particle Systems or Effects
- Sprite Movement Animations

Projects

● Brainwave

January 2023

- Designing – Mechanics / Dynamics / Aesthetics / Level Environment
- Programming – Gameplay (Mechanics) / Gameplay Interaction
- Audio – Sound Effects and Music