



Sami Ventura Dummar

Game Designer and Level Designer

My Contact

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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

About Me

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.

Professional / Relevant Experience

Multiple Roles in Multiple Projects, SAE Creative Media Institute Dubai (2020 – Present)

- Worked as a Lead Game Designer, Lead Game Programmer, Level Designer, Narrative Designer, 2D and 3D Artist, Audio Producer (such as voice acting and sound effects), Visual Effects Producer, (such as particle systems), User Interface Designer, Quality Assurance and Paper Prototype Tester, Project Manager, Document Writer and Manager (including Word, PowerPoint, and Excel), and Trailer Producer (specifically cinematic scenes and gameplay footage).
- Worked in a team with equal level of effort put into a project, with one of the colleagues having work experience in game programming.
- Coordinated a team of two behavioral pattern programmers with one being a 2D artist and a team of one A* pathfinding programmer and a 3D model artist in the implementation of mechanics and dynamics to better evaluate each project's game flow and player engagement from each of the teams.
- Coordinated a team of three networking programmers as a lead game designer to produce a multiplayer matchmaking strategy turn-based card game and implemented numerous various paper prototypes and digital simulation prototypes to meet the client's demands and communicate production plans with colleagues.

Notable Game Production Skills

(2020 – Present)

- 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.

Independent Game Designer and Developer (Freelance)

(2022 – Present)

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

Education Background

[GPA] Game Development Specializing in Game Design / Bachelor's Degree in Game Design, SAE Creative Media Institute (Dubai) (2020 – 2023)

- Worked on five projects, positioned as team leader for four of the projects.

Worked as a designer while majorly demonstrating various skillsets in the team such as programming, project managing, and documenting.

Worked as a lead game and level designer with a team of two behavioral pattern programmers.

Worked as a lead game and level designer with a team of one A pathfinding programmer and one 3D model artist.*

Worked as a director with a team of two video editors and one animator.

Worked as a video editor in three teams for a trailer production in each team's project.

- Worked as a video editor in three teams for a trailer production in each team's project.

Philippine Emirates Private School / Senior High School Diploma (Baniyas West, Abu Dhabi) (2018 – 2019)

The Philippine School / Junior High School Diploma (Baniyas East, Abu Dhabi) (2014 – 2018)

Philippine National School / Elementary Diploma (Abu Dhabi, UAE) (2005 – 2014)

Extra Work Experience

[Public Relations] Marketing and Promotion for SAE Creative Media Institute (Dubai) (2022)

- Worked as a creative ambassador to gain or earn potential customer leads in a public booth as a promoting or marketing program for the organization. Taking place during the Blast Premier event on December 17-18, 2022 at the Etihad arena (Abu Dhabi, United Arab Emirates).

[Game Development - Internship] Educational Game for Sim Institute (Remote) (2022)

- Worked as a game developer to create an educational game iteration of Sim Cafe's web simulation in business management. Also took on the role of level design for the player's visual reception on business expansion within the game and the role of economy design for the player's decision-making on business growth within the game.

Achievements

Bachelor's Degree in Game Design, SAE Institute Dubai (2020 - 2023)

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

The Philippine School (2014 - 2018)

- 2nd Place in Sci-Math Race (2016 - 2017)

Interests

- Horror and Spooky Aesthetics (The genre on games, films, especially focusing on color theory).
- Participating in eSports (specifically Counter Strike: Global Offensive)
- Educational Conferences and Books on Game Design Theory and Self-Improvement.

Hobbies

- Playing Video Games
- Designing and Programming Games
- Filming and Video Editing
- Watching Movies, TV Shows, and Talk Conferences (Especially in Theoretical Game Design Discussions)
- Listening to Music and Podcasts
- Skateboarding and Playing Badminton and Football
- Bodybuilding and Playing Cardio
- Drawing or Sketching Artwork
- Reading Books