

Sam Howels Design Lead

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+1 (650) 665 3658 | San Francisco, CA, USA

Key Skills

- Conception, prototyping, pitching and execution of game, level, narrative and system designs.
- Owning content deliverables and leading teams through their implementation while managing and incorporating director input.
- Collaboration and problem solving with Design, Art, Animation, Engineering, Audio and Production while ensuring the integrity of the design vision.
- Level design and geometry construction (CoD Radiant, CryENGINE, Unreal Engine).
- Written and visual scripting (Javascript, C#, Unreal Blueprint, CryENGINE Flowgraph).

Shipped Products

- *Call of Duty: Vanguard* (2021)
- *Call of Duty: Black Ops Cold War* (2020)
- *Call of Duty: WWII - The Shadowed Throne* (2018)
- *Call of Duty: WWII* (2017)
- *Homefront: The Revolution - Beyond The Walls* (2017)
- *Homefront: The Revolution - Voice of Freedom* (2016)
- *Homefront: The Revolution* (2016)
- *Crysis 3* (2013)
- *Crysis 1 Console* (2011)
- *Crysis 2* (2011)

Professional Experience

Expert Designer | Sledgehammer Games

San Francisco, CA, USA (Jan 2017 – Present)

- Designed, pitched, and owned the production of multiple campaign levels for *Call of Duty: Vanguard*, *Call of Duty: Black Ops Cold War*, *Call of Duty: WWII* and unannounced titles.
- Led design teams for multiple levels, reviewing and iterating with the designers while managing scope and integrating director feedback.
- Design Lead on *The Shadowed Throne* Zombies DLC pack. Led the gameplay vision, managed the design schedule with production, and reviewed designer content daily.
- Firefighting across levels on multiple games to target ship year playtesting issues and iteratively increase user test scores.

Principal Designer | Deep Silver Dambuster Studios

Nottingham, UK (Aug 2014 – Jan 2017)

- Designed, pitched, and owned the production of multiple missions, environments and systems for *Homefront: The Revolution*, ranging from main story levels to open world experience design.
- Headed up the *Voice of Freedom* and *Beyond The Walls* DLC expansions, developing the initial level design vision and authoring multiple level sections from blockout to final.
- Led the design and production of demo levels for public playtest builds, trailers, and internal vertical slices.

Senior Designer | Crytek UK

Nottingham, UK (Jan 2011 – Aug 2014)

- Owned and maintained several campaign levels for *Crysis 1 Console* during the porting process, rebuilding significant gameplay sequences to improve quality, stability and performance.
- Designed and built the *Prism* and *5th Avenue* maps for the *Crysis 2 Decimation* multiplayer map pack.
- Worked on early game design and prototyping for *Crysis 3* and several unannounced titles.

Designer | Crytek

Frankfurt, Germany (Sept 2009 – Jan 2011)

- Laid out and scripted encounters across the *Crysis 2* campaign, from creating original gameplay sequences to late rework and polish.
- Worked on pre-production, blockout and prototyping of a hub space for an unannounced title.

Other Work

San Francisco Academy of Art | Design Instructor, 2021

- Ran a project-based level design class of ~25 students of varying skill levels. Taught multiple aspects of design theory for game levels and conducted weekly 1:1 reviews with each student to coach them through iteration of their work.

CryENGINE Game Development Blueprints | Writer, 2016

Conference Speaker

- GDC Europe 2016 | *Creating Conflict: Combat Design for AAA Action Games*
- EGX Rezzed 2015 | *Pre-Visualisation and the Design of the Open World*