

Sam Garber

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Samggames.com

Game Designer – Systems

Prototyping | Player Experience | Systems | Progression | Economy | Class Design | Encounter Design
An insightful game designer with 7+ years' experience, specializing in playtesting, editing and formatting, system design, and process optimization. I am adept at adapting to changing player preferences, market trends, and development limitations. My strong soft skills, including player empathy, mindfulness, and flexibility, have consistently resulted in successful collaborations and player satisfaction.

Career History

Independent Game Designer | Fully Remote Dungeons & Dragons 5th Edition

2017 - Present

- Designed and employed intricate methodologies to price over 1,000 magic items across the 5e DMG, settings books, and adventure modules at time of publication, while organizing them for easy reference in the [Tome of Treasures](#).
 - Wrote easy-to-follow explanation and instructions for the product to empower players & other designers.
- Led a successful Kickstarter for [Edmont's Harrowing Horrors](#), a horror-themed supplement with a variety of new options for players and dungeon masters.
 - Adopted additional roles as producer, PR, art lead, and marketing to ensure product success.
- Wrote [Apotheosis](#), an intricate ruleset to enrich the game with divine storytelling elements and provide rules, feats, powers, and progression for both NPC and player-controlled deities.
- Designed [Training & Proficiencies](#), offering new balanced and nuanced character progression options.
- Developed and balanced over [17 unique, novel subclasses for all current D&D classes](#).

Umbrus

- Original TTRPG focused on deep, flexible character creation and customization with robust game master tools. Currently available for pre-release on [litch.io](#).
- Maintained extensive documentation and ensured system coherence to the core design principles across over 200,000 words and 245 pages of mechanics.

Student Projects

2015 - 2017

- Lead Designer, focusing on the character controller, game feel, difficulty scaling, enemies, and level design for [VRchery](#), a VR exercise game & simulator. Awarded Best VR Game at Michigan State University's 2017 Game Design Showcase.
- Designed mechanics and controls for [Cyberball](#), a Unity-based isometric sports game which received the People's Choice Award at the 2016 MSU Game Design Showcase for its focus on game feel and playability.
- Worked as the puzzle and level designer for a small team over a short deadline to create first-person puzzle game [Circuit](#), voted Best in Class by peers and instructors for its clever puzzles, difficulty progression, and level design.

Education & Certifications

Michigan State University – 3.8 GPA

Bachelor of Arts in Media & Information, Minor in Game Design & Development.

Other Relevant Experience

Game Master

- Organized game sessions with players across 3 continents and 4 time zones. Maintained consistent interest in sessions for multi-year campaigns. Built novel dungeons & encounters, pushing boundaries of design.
- Optimized workflow to be 3 times more efficient without sacrificing quality. Developed player tools to help them manage their desires & priorities within games. Seamlessly playtested design materials without issue.

Theory-Crafter, Guide-Writer

- Built and explored foundational mathematical models used to look at Brewmaster monks in World of Warcraft that are still in use today. Wrote guides for fan site Wowhead with both novices and more advanced players in mind.