

SAM KESTER
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EDUCATION

University of Southern California

Los Angeles, CA

Bachelor of Arts in Interactive Media, graduated May 2013, 3.4 GPA

PROJECTS

Conclave

Character and Ability Design

Sept 2012 – May 2013

Character and ability designer for third-person combo fighting game using the Source engine

- Designed player characters and abilities, individually and in groups
- Conducted research into systems across existing games and genres
- Created promotional trainer using Source Filmmaker and outside assets

Combiform

Game Designer and Programmer

Mar 2011 – May 2012

Game designer and programmer for USC graduate project in new methods of interaction

- Designed games for unique controller
 - Developed and programmed in Adobe Flash
 - Responsible for game rules, story, and art
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OTHER EXPERIENCE

ScareLA Halloween Convention

Los Angeles, CA

Volunteer, Webmaster

Aug 2013 – present

General volunteer and web site designer for horror industry convention

- Responsible for website updates and maintenance
- Responsible for organizing information about exhibitors and presentations
- Used Wordpress templates to create and organize data
- Volunteered on exhibition floor

University of Southern California

Los Angeles, CA

Teaching Assistant

Jan 2013 – May 2013

- Teaching assistant for introductory Python course
 - Led lab sessions for up to 20 students
 - Tutored students in Python concepts
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SKILLS

Game Design

- Unreal Development Kit
- Source Filmmaker

Programming

- C++
- Java
- ActionScript
- Python

Film and Sound Editing

- Avid
- Adobe Premier
- Compressor
- Audacity
- FMod

Microsoft Office

- Word, Excel, Powerpoint

Web Technologies

- HTML, XML, CSS
- Dreamweaver
- Flash
- Flex

Art Software

- Photoshop
- Autodesk Maya