Sam de Paiva

LinkedIn: https://www.linkedin.com/in/samuel-de-paiva-304045306/
Email: sammydepaiva@gmail.com

Technical Designer / Unity Generalist

Innovative and versatile technical designer with experience across all phases of the game development cycle, from pre-production to final release. I have a strong grasp of Unity's feature set including scripting, AI, animation systems, and tool development. I am looking for an opportunity to expand this skill set while collaborating with a team of talented developers to create high-quality games.

Skills

- Game Engines: Unity (C#), Unreal Engine 5 (Blueprints)
- Programming: Gameplay Systems, AI, Editor Tools, Procedural Animation
- Design: Technical Design, Gameplay Design, Design Documentation
- Workflow: Rapid Prototyping, Bug Fixing, Optimization
- Audio: FMOD Integration, Audio Implementation

Professional Projects

Vancouver Film School, 2024 - 2025

- Programmed gameplay features for an innovative indie security simulation game over six months.
- Designed and implemented a complex AI monster used to hunt the player with varying aggression and strategy to drive engaging gameplay.
- Designed and implemented a procedural animation system allowing the monster to adapt its movement to its surroundings.
- Followed industry-standard workflow practices, consistently meeting deadlines and delivering features with an exceptional level of quality.
- Produced designer-friendly development tools, including a mapping system and a data importer system, to assist group members and improve the overall productivity of the team.

Other Projects

- Programmer/ VFX Artist - Junkyard Inspector - Alberta Game Jam (2025)
  - Best game in the Calgary division
- Programmer - AstroPop - Global Game Jam (2025)
- Project Manager - Operation: Rolling Thunder - Student Project (2024)

Education

- Diploma in Game Design - Vancouver Film School, 2024 - 2025

References available upon request