

SAMUEL BASS

VIDEOGAME / VR / AR DESIGN

CONTACT

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EXPERIENCE

LEAD DESIGNER / DESIGN CONSULTANT

WeVR | 2017-2018 (lead) / 2018-Present (consultant)

Conceptual design. Liaise with creative director, external creative partners and executive layer. Systems, AI and level design, prototyping and implementation.

Gnomes & Goblins (HTC Vive / Oculus Rift)

INTERACTIVE DESIGN CONSULTANT

Snapchat | 2018

Spearhead experimental features for major social media app. Liaise with executives and department heads, drive core vision and design, prototype and iterate AR content

TECHNICAL DESIGN DIRECTOR

Three One Zero | 2014-2016

Conceptual design. Design, prototyping and implementation for game systems, NPC AI, environment layout and streaming systems. Experiential scripting. Audio and subtitle design and implementation. Localization producer. Gameplay and narrative feedback. Team-wide technical support.

Unannounced licensed IP (Vive / Oculus Rift / PSVR)

ADR1FT (Vive / Oculus Rift / PC / PS4)

LEAD DESIGNER

Electronic Arts | 2007-2013

Design team management and creative oversight. Liaised with team leadership and executive layer. Design and technical work as described above.

Commander & Conquer: Generals 2 (PC)

Command & Conquer 4: Tiberian Twilight (PC)

Command & Conquer 3: Kane's Wrath (PC / Xbox 360)

LOREMASTER, COMMAND & CONQUER UNIVERSE

Electronic Arts | 2008-2013

Franchise-wide narrative oversight - all internal and external titles, film, novel and comic book licensees. Creative leadership for live action cinematic sequences.

DESIGNER

Electronic Arts | 2002-2007

Design and technical work as described above, in collaboration with lead designer and senior creatives. Promoted to senior design role in 2004.

Command & Conquer: Red Alert 3 (PC / Xbox 360)

Command & Conquer 3: Tiberian Wars (PC / Xbox 360)

Lord of the Rings: Battle for Middle Earth 2 (PC / Xbox 360)

Goldeneye: Rogue Agent (PS2 / Xbox / GCN)

Medal of Honor: Rising Sun (PS2 / Xbox / GCN)

Ronin Entertainment | 1995-1999

Star Wars: Force Commander (PC)

Armor Command (PC)

Neo Hunter (PC)

SKILLS

Systems design and implementation

Scenario design and scripting

AI design and implementation

Rapid prototyping

Narrative design

Team management

Virtual and augmented reality

TOOLS

Unreal Engine 4

Unity

Javascript

Visual Studio

Perforce

Adobe Creative Suite

Microsoft Office Suite

Google Suite

JIRA / Confluence

Final Draft

EDUCATION

UC Santa Barbara | Film Studies

4 years towards B.A.