

# SAMUEL NWOGA

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## SUMMARY

I spent a decade in the military before finding my way into game design and development five years ago. Both worlds gave me skills to work through challenges, lead people with intention, and deliver on deadlines in high-pressure environments. As I have transitioned into game design, my roles have included everything from scope and documentation, QA processes, feature implementation, building gameplay systems, and coordinating closely with other team members. Beyond the technical things, I enjoy reading, playing tabletop and video games, and singing. I'm excited for opportunities to team up with people who create fun gameplay experiences for all players.

## WORK EXPERIENCE

### Freelance: Game Design and Production

Aug 2024 - present

- Consult with WPME (West Point Media Entertainment) on utilizing game engine-based virtual set technology (Unreal Engine) in live media entertainment spaces.
- Educate students and professors on workflows, technical requirements, and team alignment.

### Electronic Arts

Orlando, FL

#### Live Ops and Game Designer Associate

July 2023 – Mar 2024

*Electronic Arts (EA) is a global leader in interactive entertainment, developing and publishing video games across platforms for millions of players worldwide.*

- Collaborated in live gameplay feature rollouts, QA testing, and updates to maintain game stability and improve play experience.
- Managed Agile workflows via Jira to track and prioritize tasks while compiling metrics to support live service reliability and project reporting.
- Facilitated stand-ups and provided updates to the team so that everyone stays on the same page.

### CelleC Games / Black Banshee Studios

Orlando, FL

#### Lead Producer & Game Designer

Oct 2022 – Jul 2023

*CelleC Games and Black Banshee Studios are independent game development studios specializing in creating narrative-driven and educational games for the Steam platform.*

- Produced and designed three shipped titles, leading milestone planning and feature implementation.
- Managed customer service support, player feedback, troubleshooting technical issues, and implemented solutions to resolve bugs.
- Created and maintained documentation, including GDDs, risk assessments, and QA tracking tools.
- Managed the Jira workflows and task prioritization/ranking to track backlog and change requests to make sure of the timely delivery of features within our scope.

**United States Military Sergeant | MOS: 25Q**

**Company Level Communications Manager**

2009 – 2020

*U.S. Army MOS (Multichannel Transmission Systems Operator) is a critical communications role that involves supervising, installing, and maintaining advanced communication systems.*

- Planned, coordinated, and supervised the installation, operation, and maintenance of secure telecommunications systems and automation equipment across multiple deployment units.
- Managed secure communications across geographically dispersed teams and encryption equipment for over 150+ system devices, ensuring compliance with security standards.
- Directed allocation, tracking, and maintenance of mission-critical communication systems and supporting all logistical operations.
- Collaborated with leadership on protective transport and efficient on-site documentation, quality control, and reassembly guidance across units overseas.
- Compiled and analyzed operational reports to support resource planning and schedule tracking.

**EDUCATION**

**Full Sail University**, *Master of Science in Game Design*

*June 2023*

**Full Sail University**, *Bachelor of Science in Game Design*

*June 2022*

**Certification**, API Documentation with JSON and XML

2024

**Certification**, Prompt Engineering for Generative AI

2024

**Certification**, Information Security Program (United States Military)

**TECHNICAL SKILLS**

- **Game Development & Engineering:** Unreal Engine 5 (Blueprints & C++), Unity, Gameplay Systems Development, Feature Rollouts, Real-Time Engine Workflows, 3D Vector Math, Scripting with JSON and Visual Scripting
- **User Generated Content & UEFN:** Familiarity with UEFN workflows, with ongoing development of proficiency in publishing.
- **Programming & Tools:** Blueprints Visual Scripting, C++, JSON, GitHub, API Integration, OpenAI
- **Project Management:** Sprint Planning, Risk Mitigation, Agile Methodologies, Jira, Confluence
- **QA & Technical Support:** Bug Tracking, QA Testing, Usability Testing, Live Service Optimization, Compliance Adherence
- **Documentation & Knowledge Management:** Game Design Documentation (GDDs), Technical Specifications, API Documentation, Operations Reports