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 complex work in high-pressure environments. As I have transitioned into game design, my roles have included everything from scope and documentation, risk mitigation, quality assurance, project reporting, and visual scripting. Beyond the technical things, I enjoy reading, playing tabletop and video games, and singing. During my years on base, I served as a worship leader at my church, and I hope to bring that same heart for service onto any team I'm able to be a part of.

WORK EXPERIENCE

Freelance: Game Design and Production   Aug 2024 - present

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

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 with cross-functional teams, including engineers, designers, and QA, to make sure of smooth deployments, issue resolution, and workflow efficiency.
- 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 critical updates, and performed JSON checks for errors in stats.

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 coordinating secure communications across geographically dispersed teams and encryption equipment for over 150+ system devices, ensuring compliance with security standards while coordinating logistics and support materials.
- Directed allocation, tracking, and maintenance of $20K+ in mission-critical communication systems and supporting all logistical operations.
- Collaborated with leadership to ensure protective transport and efficient on-site unpacking, documentation, quality control, and reassembly guidance across units overseas.
- Compiled and analyzed operational reports to support resource planning, schedule tracking, and decision-making.

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

- **Project Management:** Sprint Planning, Risk Mitigation, Jira, Confluence, Agile, Kanban Methodologies
- **Game Development:** Game Development Cycles, Blueprints, Feature Rollouts,
- **Tools:** Unreal Engine 5, Unity, Visual Scripting, C++, JSON, GitHub, ChatGPT, Dropbox, GoogleDrive, N8n.io (*learning*)
- **Technical Support & Troubleshooting:** QA Testing, Live Service Optimization, Compliance Adherence, Bug Tracking, Usability Testing, On-Site & Remote Technical Support
- **Documentation & Knowledge Management:** Game Design Documentation, API Documentation, Operations Reports, Systems Troubleshooting