



# Samuel Metters

## Technical Designer

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Highly motivated technical designer looking for his next adventure. With 5 years of experience developing games, plugins and VR experiences in Unreal Engine, I am used to work on various aspects of a project. This includes gameplay (3Cs), user interface and animation but also pipelining and tool development. I am looking for a position that would enable me to both improve my current skills and learn new ones in a professional environment.

## Personal Projects

### Time Clock

Time Clock is an Unreal Engine plugin that allows you to track how much time you've spent working on a project via an editor interface. It also features an alarm system that will get triggered in editor.

### File System Library

File System Library is blueprint library that exposes a lot of the File I/O operation usually reserved to C++. It works in both packaged builds and outside runtime (editor interfaces).

## Experience

### Painting Practice - UE4 Programmer (2019 - 2021)

Worked as part of a team on various Unreal Engine based previs projects. I was also in charge of creating tools for the team. My work involved C++, Blueprints and Python.

- Development of Unreal Engine plugin: Plan V Tools.
- Development of bespoke editor tools for the team (C++ & BP).
- Development of Cinema4D scripts (Python).
- Development of visual effects for previs (Shaders and Particles).
- Pipeline R&D including SVN source control, project organisation.

### Rots'n'Bots - Gameplay Programmer (2018 - 2019)

An online strategy game mixing real time and turn based strategy I worked on as part of my major project. The team and I got to showcase the game at EGX 2018 as part of the USW Game Shed summer event.

## Skills

C++ | C# | Blueprints | Python

Gameplay systems  
 User interface logic  
 Mesh & post processing shaders  
 Virtual Reality  
 Mobile platforms  
 Plugins & Scripts

## Software

### Development

Unreal Engine | Unity | Visual Studio | Visual Assit | Github | SVN | Helix Core

### Art

Cinema4D | 3DS Max | 3D Coat | Photoshop | Premier Pro

### Other

Office Suite | G Suite | Lucidchart | Monday | Trello

## Languages

English      Fluent

French        Fluent

Spanish       B2

## Education

### MA Games Enterprise - University of South Wales

September 2018 - August 2019 - First Class with Distinctions

### BA Games Design - University of South Wales

September 2015 - August 2018 - First Class Honours

### Baccalauréat Scientifique - Cours Secondaire d'Orsay

September 2012 - August 2015