Sam Houstone

GAME DEVELOPER

Details

Miramichi
Canada
+1 5069890487
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Skills

C#

C++

Unity Engine

Unreal Engine

Github

Languages

English

French

Profile

Innovative and results-driven Game Developer with 4+ years of experience indesigning, developing, and publishing interactive games across PC, Android, iOS,Switch, and WebGL platforms. Adept at leading development teams, optimizingperformance, and implementing advanced game mechanics using Unity (C#) andUnreal Engine (C++). Proven track record in delivering immersive gaming experiences,integrating multiplayer functionality, and optimizing monetization strategies.

Employment History

Lead Unity Game Developer, ROKiT Games

JUNE 2021 — PRESENT

- Spearheaded the development and release of 2 PC games and 10+ Android games, optimizing performance and gameplay.
- Led a team of developers, streamlining the entire development pipeline for efficiency and scalability.
- Designed and implemented gameplay mechanics, level design, and character animations, enhancing user engagement.
- Integrated Photon Multiplayer, URP, and post-processing effects for high-quality visuals and seamless online experiences.
- Established monetization strategies, including in-app purchases and ad integration, maximizing revenue streams.

Unity Game Developer, K12 Techno Services

SEPTEMBER 2020 — PRESENT

- Designed and developed engaging educational games for children on the Android platform. * Implemented third-party SDKs for analytics, monetization, and ad networks, boosting user acquisition and revenue.
- Optimized games for performance and cross-device compatibility, ensuring smooth gameplay across various resolutions.

Unity Game Developer, Rymo Technologies Pvt Ltd

JANUARY 2021 — PRESENT

- Developed immersive game environments for rehabilitation-focused applications, improving user interaction.
- Collaborated with hardware engineers to integrate 3D assets with physical devices, ensuring seamless performance.
- Conducted extensive user testing and iterative feedback sessions, optimizing accessibility and effectiveness.
- Enhanced therapeutic gaming experiences through intuitive UI/UX design and interaction mechanics.

Education

DIPLOMA, New Brunswick Community College

JANUARY 2023 — MAY 2025

- Developed multiple game prototypes, enhancing practical knowledge in game mechanics and design.
- Worked on team-based projects, collaborating with peers to build polished and functional game experiences.
- Gained hands-on experience with game optimization, AI programming, and advanced Unity/Unreal techniques.