

Sam Rosenthal

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Objective

I aspire to broaden video game audiences by creating meaningful and thought provoking interactive experiences that anyone can play and enjoy.

Summary

My breadth of game industry experience, quick mind for new toolsets, and understanding of quality game design will be positive contributions to agile game development environments.

Education

University of Southern California

Los Angeles, CA

School of Cinematic Arts, Interactive Media Division

May 2013

Bachelor of Arts, Interactive Entertainment

Major GPA 3.8, Cumulative GPA 3.5

Game Industry Experience

Disney Mobile - Creature Feep Team

Glendale, CA

Game Design Intern (Second Internship)

May 2012 - August 2012

- Designed levels for **Where's My Water?** & **Where's My Perry?**
- Assisted in redesigning core aspects of the **Where's My Water?** franchise for in app purchases to increase user retention
- Utilized my vast experience with Disney's design process to lead the education of new hires and external studios

Disney Mobile - Creature Feep Team

Glendale, CA

Game Design Associate

April 2011 - October 2011

- Designed twenty levels for **Where's My Water?**
- Designed five levels for **JellyCar 3** updates
- Collaborated in developing the world and characters of a new Disney IP

Marvel Studios

Manhattan Beach, CA

Games Intern

January 2011 - April 2011

- Aided in the design of PSN, XBLA, Facebook, and mobile games
- Evaluated game builds and provided feedback to the developers
- Edited scripts for Marvel game adaptations in development

IndieCade

Culver City, CA

Social Media Intern

Fall 2010

- Coordinated the festival's social and public outreach
- Managed the IndieCade website and presence on social networks

Worldwide Biggies

New York, NY

Game Design & Production Intern

Summer 2010

- Assisted in designing Facebook and iPhone games for a partner brand
- Communicated the producers' budget requirements with external studios

Blackhammer Productions
QA Intern

New York, NY
Summer 2010

- Located and reported bugs for a project approaching beta
- Implemented minor fixes to the art assets

USC Project Experience

House of Cards

Spring 2012 - Present

Creative Director

- Leading a team of over fifteen students in the development of an emotionally engaging iPad game as part of USC's Advanced Games course

The Flying Man

Spring 2011

Designer

- Developed a casual ragdoll physics game in Flash with fellow students

See: A Play Experiment

Fall 2010

Designer/Programmer

- Personally created a first-person shooter in Unity3D that discourages violence
- Featured in USC's 2011 First Move festival

Volunteer Experience

The Spark Program

Fall 2011

Mentor

- Taught game design on a weekly basis to a middle school student from an underserved community

Skills

Technical:

- PC & Mac
- Microsoft Office
- Adobe Creative Suite
- Unity 3D
- Unreal Engine
- XNA
- C#
- Basic C++
- XML
- Basic Maya and 3DS Max

Languages:

- Conversational Japanese

Organizations

Delta Kappa Alpha Cinema Fraternity

Fall 2010 - Present

Makers of Entertaining Games Association

Fall 2009 - Present

USC Concert Orchestra

Fall 2010

Honors

- Apple WWDC Scholarship recipient
- USC Interactive Media Division Scholarship recipient 2011 & 2012
- Pierre Cosette Scholarship recipient
- Alpha Lambda Delta Honor Society
- Dean's List