

Michaiah Samples

Game Designer

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Education

Savannah College of Art and Design (SCAD)

Bachelor of Arts in Digital Media

Concentration in Game Development

Expected Graduation Date March 2024

Lee University

Bachelor of Arts in English Writing

Minor in French

Graduation Date May 2020 (summa cum laude)

Project Experience

- **Participant** in the SeedComp! Game Jam on Itch.io (2023)
 - Drew and submitted a piece of 2D background for Round 1
 - Created and submitted a short [IF game](#) for Round 2
 - Played and rated other submissions
- **Project Leader** for narrative-focused card game (Fall 2022)
 - Organized meetings
 - Relayed information from the professor to the team members who attended class asynchronously
 - Edited the game trailer

Work Experience

- **US Rater** at TELUS International (2021-Present)
 - Rate the helpfulness and appropriateness of search engine results
 - Rate quality of images
 - Rate quality of videos
- **Book Seller** at Lee University (2021)
 - Helped students find the right textbooks
 - Used the cash register
 - Shelved books
- **Teacher's Assistant** at Lee University (2019)

- Lead student discussions
- Graded papers
- Took attendance

Volunteer Work

- **Library Volunteer** (2022-Present)
- **Operation Christmas Child Project Leader** at Mt. Carmel (2020-Present)
- **Youth Assistant Leader** at Mt. Carmel Baptist Church, Cleveland, TN (2016-2020)

Skills

Software

- Adobe Photoshop
- After Effects
- Premiere Pro
- Unreal Engine 5
- Twine

Professional

- Project management
- Communication
- Critical analysis
- Problem-solving
- Writing
- Editing
- Proofreading

Memberships

- Member of Sigma Tau Delta (International English honor society)
- Member of the Kairos Scholars Honors Program at Lee University