Samuel Mellors

📧 Samuel@mellors.org | 📱 +44 7874 621392 | 🌍 Riyadh / UK

🌐 Portfolio: https://samuel.mellors.org

# Profile

Second-year BSc (Hons) Computer Games Design student specialising in level design and gameplay mechanics. Skilled in Unreal Engine, 3ds Max, Substance Painter, and Python, with experience developing prototypes and designing engaging levels across academic and personal projects. Portfolio showcases first-person, top-down, and platforming projects, supported by strong problem-solving, creativity, and communication skills. Currently seeking work experience, apprenticeships, or summer roles in game studios to apply and grow expertise in level and mechanics design.

# Projects & Portfolio

- Arcane Temple (Project Management Module) — Designed and built a first-person puzzle-shooter level in Unreal Engine 5, supported by a full Game Design Document covering mechanics, player progression, and environment flow.  
- Tank Assault (Mechanics Prototyping Module) — Created a top-down tank shooter prototype, focusing on responsive controls, combat balance, and iterative mechanics testing.  
- Skybound Ruins (Intro to Games Design Module) — Developed a 3D platformer puzzle level, integrating environmental challenges and progression pacing to encourage exploration.  
- Personal GDD Project — Designed a detailed Game Design Document for a creature-collecting combat game, exploring mechanics, world-building, and player experience.  
- Technical Builds — Constructed a retro arcade machine (Raspberry Pi), built a home media server, and created custom 3D-printed projects.  
📌 Full portfolio: https://samuel.mellors.org

# Skills

Engines & Gameplay: Unreal Engine 5 (level design, blueprint prototyping, mechanics testing)  
3D & Art Tools: 3ds Max (asset modelling, props), Substance Painter (texturing and materials), PureRef (concept/reference organisation)  
Programming & Scripting: Python (small applications, automation, prototyping support)  
Design & Production: Game design documentation (GDD writing, mechanics planning, world-building), Level design (puzzle, platforming, combat balance, flow and pacing), Project management experience (team collaboration, workflow planning)  
Soft Skills: Problem-solving, attention to detail, creativity, communication, organisation

# Education

Staffordshire University — BSc (Hons) Computer Games Design (2023–Present)  
- Modules: Intro to Games Design, Asset Creation, Mechanics Prototyping, 3D Game Props, Project Management, Games Animation  
  
Blackpool and Fylde College — T-Level Digital Production, Design & Development  
- Projects in AI, networking, coding, and cybersecurity; placement experience

# Experience

Tech Support Assistant — Clifton Homecare Ltd (College placement)  
- Worked alongside developers to create a reporting dashboard and a ChatGPT-based training material system  
- Provided IT troubleshooting and introduced new tech solutions

# Interests & Extracurriculars

- Music: Drums & guitar  
- Creative tech: 3D printing, media server building, coding small projects  
- Gaming & pop culture: Video games, Warhammer, comics, Marvel, Star Wars