

Sammy Salkind

Systems and UX Designer

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PROFESSIONAL EXPERIENCE

Design and Development Intern Sep 2021 – Present

Ravensburger North America, Seattle, WA

- Ran regular playtests for the [Disney Lorcana Trading Card Game](#) to analyze game interactions and balance
- Created and iterated upon new content
- Participated in weekly creative meetings with design team to add constructive feedback and contribute gameplay and card ideas
- Assisted with two other projects upon request, usually preparing tabletop projects for digital testing

Teacher's Assistant, Systems Design Sep 2020 – Dec 2020

DigiPen Institute of Technology, Redmond, WA

- Assisted a class of 20+ students to improve the systems, rulebooks, and user experience of their projects
- Provided written and oral feedback to students through graded assignments and playtesting

PROJECTS

Systems and UX Designer Jan 2021 – Aug 2021

Froggy's Farm and Friends, farming video game 

Academic project, team of 7

- Designed six craftable effects that engaged players through the excitement of discovery and encouraged unique playstyles
- Revised existing tutorial, reducing player learning time by 75%
- Collaborated with the artist and programmers by directing meetings and creating asset documentation
- Prototyped and implemented gameplay mechanics, polish elements, signifiers and feedback in Unreal Engine using Blueprints

Systems and UX Designer Dec 2019 – Jun 2022

Spy Moles, pen-and-paper tabletop game

Personal project, solo

[Winner - LUCI Award for Best Casual Game 2022](#)

- Designed an original ruleset around the idea of using invisible ink pens
- Received a "fun" rating of 94% from players at the 2022 ETX convention
- Iterated upon systems in conjunction with UX to increase engagement while removing major memory-related pain points
- Devised and balanced three boards of increasing difficulty to add variety and replayability

SKILLS

- System Design
- UX Design
- Iterative Design
- Playtesting
- Rapid Prototyping
- Paper Prototyping
- C# Scripting
- Monte Carlo Simulation

SOFTWARE

- Unity Engine
- Unreal Engine 4
- Visual Studio
- SVN Source Control
- Microsoft Office
- Microsoft Teams
- Figma
- Tabletop Simulator

EDUCATION

BA in Game Design, DigiPen Institute of Technology

Graduated August 2022

- Merit Scholarship Recipient
- 3.5 GPA