

Sammy Salkind

System Designer

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425.765.3426

/in/sammy-salkind

Skills

System design

UX/UI design

Iterative design

Playtesting

Rapid Prototyping

Paper Prototyping

C# Scripting

Software

Unity Engine

Unreal Engine 4

Tabletop Simulator

SVN Source Control

Microsoft Office

Education

BA in Game Design at
DigiPen Institute of
Technology

Expected Graduation:
July 2022

Merit Scholarship
Recipient

Projects

System Designer

Exclusive, tabletop card game

9/20 – Present

- Designed core game mechanics based on target audience
- Conducted playtests and wrote playtest reports to improve system
- Prototyped game using Tabletop Simulator

System Designer

Froggy's Farm and Friends, digital farming game

1/21 – 8/21

- Developed craftable effects to allow for exciting moments of discovery and to allow players to adapt the game to their playstyle
- Iterated upon core mechanics based on user feedback
- Facilitated communication across disciplines through meetings and documentation

Other Relevant Tabletop Projects

2017 – Present

- *Spy Moles*, Work-in-progress solo project, tabletop roll-and-write game
- *Shark Frenzy*, student solo project, real-time tabletop card combat game
- *Silicon Valley*, student solo project, tabletop push-your-luck game

Work Experience

Design and Development Intern

Ravensburger North America, Seattle, Washington

9/21 – Present

- Ran regular playtests and gave feedback to design leads
- Analyzed game content and investigated interactions
- Participated in meetings to add constructive feedback

Games Specialist

Uncle's Games, Bellevue, Washington

10/17 – Present

- Using qualifying questions, helped customers find board games that are right for them
- Ran demos for games at schools and events like PAX and Pop-up Gen Con
- General retail duties, including opening/closing store, cashiering, stocking

Teacher's Assistant, System Design

DigiPen Institute of Technology, Redmond, Washington

9/20 – 12/20

- Worked with students to improve their systems, rulebooks, and UX
- Gave feedback to students through grading assignments and playtesting
- Reinforced lessons on combat, balance, counterplay, and more