

MARIAH SAMPSON

CONTACT

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Education

MS, Interactive Entertainment

Florida Interactive Entertainment Academy
University of Central Florida

BFA, Interactive & Game Design

Minor - Graphic Design
(Film & Photography Specialization)

Florida Southern College

AA, Theatre Specialization

Valencia College

SKILL

Game Engine

- Unreal Engine 4/5
- Unity

Source Control

- Perforce
- Milanote
- Jira

ScriptWriting

- Twine
- Arc Studio Pro

Film

- Acting
- Dance
- Producing
- Photography

Calligraphy

Modeling

- Maya
- Blender

Motion Capture

- Shogun Post
- Shogun Live

Design

- UX Design
- Blueprints

Adobe

- XD
- In Design
- Illustrator
- Photoshop
- Premiere Pro

Recognition

- President's List
- Dean's List
- Mo-Cap Certified
- Choreographer Award - Addams Family
- Best Actress Award - Figments
- National Honor's Society
- National Society of Strength and Honor
- National Society of Collegiate Scholars
- Thespian Society
- Phi Beta Kappa
- Sigma Alpha Pi

GAME DESIGN EXPERIENCE

Olympus Chosen • Narrative Director • Level Designer ShadowBox Studios | Aug 2023 - Dec 2023

- Worked on an online multiplayer game in Unity based on Greek Mythology.
- Helped build the foundation with Project Lead and Lead Designer.
- 3d modeled placeholder assets to build whitebox for player hub.

Deckweaver • Level Designer

Get in the Box Studios | Aug 2023 - Dec 2023

- Worked on turned based deck building game after it's initial release on steam to further update levels.
- Whiteboxed and setdressed level based on team lead's feedback.

Heart & Core • Narrative Designer • Level Designer Chonky Raccoon Studios | Dec 2022 - Aug 2023

- Worked on a 2.5D action-adventure side scroller brawler through whitebox and set dressing for Steam release.
- Collaborated on scriptwriting and environmental storytelling along with recording and implementing narrative audio.
- Adjusted design based on lead designer's tasks and constraints.

Luigi's Mansion Party • Lead Designer • Level Designer VR Luigi's Mansion | Jan - May 2023

- Worked on a VR Dark Ride Prototype based on Luigi's Mansion for a subject expert matter (SME) for Universal Studios.
- Led team of level designers based on initial game pitch constraints on level layouts, whiteboxing, and setdressing.
- Updated project lead on designers tasks and progress, along with adjusting issues identified from programmers.

WORK EXPERIENCE

Film • Video Games • 2017 - Present

- Heart and Core | Jean Jones
- Playtester | EA | Warner Bros
- Cobra Kai | Extra | Netflix
- The Originals | Extra | CW Network
- Legacies | Extra | CW Network
- My Girlfriend's Dad is the Devil? | Producer | Christa
- I Hope You Like Me | Layla
- My Friend Scumpy | Script Supervisor | PA
- Two Brothers | PA

Conventions • Internships • 2017 - Present

- Megacon | Info Desk | HES Staff
- Citrus Connections | Intern
- NY Board of Legislatures | Intern
- St. John County School | Temp | Robert Half