

SAMMY GEROLAGA

Technical & Combat Game Designer

CONTACT

🌐 gerolagasammyabigail.com
✉ gerolaga.sammyabigail@gmail.com
☎ (818) 731 - 9530

SKILLS

Game Design

Combat Design · Technical Design · Systems Design
Level Design · Rapid Prototyping · Design Documents

Programming

Unreal Blueprints · C# · Shader Graphs · Lua

SOFTWARE

Game Engines

Unreal Engine 5 · Unreal Engine 4 · Unity3D · Unity2D

Creative

Photoshop · Illustrator · Figma

Source Control

Perforce · Unreal Game Sync · Github

Documentation

Jira · Trello · Hansoft · Confluence · Miro

Modeling

Autodesk Maya · Blender

AWARDS

alt.ctrl GDC (2023)

Recipient of the Audience Choice Award for
Kitchen Kauldron

Indiecade (2022)

Recipient of the Live Action Nomination for
Kitchen Kauldron

EDUCATION

ArtCenter College of Design | Pasadena, CA

Bachelor of Science in Game Design
Aug 2019 - Apr 2023



WORK EXPERIENCE

CRYSTAL DYNAMICS

Technical Gameplay Designer · Crystal Dynamics

Unannounced Title · Oct 2023 - Present

- Technical Gameplay Designer on Combat team
- Collaborate with designers, programmers, and animators to create and support systems

RIOT GAMES

Game Design Intern · Riot Games

Central Player Dynamics / League of Legends / Valorant · May 2023 - Aug 2023

- Owned the redesign of Riot's Game-Agnostic Text Evaluation and Detection Systems
- Created Design Documentation for iterations to Metagame Penalty Systems
- Provided Design support for Prosocial Behavior Frameworks and Real-Time Intervention Systems

Game Production Intern · Riot Games

The Mageseeker : A League of Legends Story · May 2022 - Aug 2022

- Generated and provided feedback on internal game production roadmaps
- Assisted with production and gameplay needs to drive *The Mageseeker : A League of Legends Story* towards Beta 2 milestones
- Supported gameplay narrative and playthrough documentation for *Bandle Tale : A League of Legends Story*
- Triage Bugs in Jira to ensure progression towards important game milestones



Technical Design Intern · Weird Woods

Cancelled Project · Sep 2021 - Dec 2021

- Collaborated with 6 interns and developed an immersive gaming experience from ideation to final product
- Developed rapid prototypes in Unity with alternative controllers
- Designed and balanced core loops to improve player experience
- Set up and managed production pipelines in Confluence and Jira



Game Design Intern · Coin Crew Games

Escape Academy · Jan 2021 - Apr 2021

- Reported to the Art and Game Design leads for critiques on level ideations
- Redesigned 20+ level paintovers with variations in puzzle placement
- Created a level and puzzle pitch deck with 2 other interns