

SAMANTHA KHAN

GAME & NARRATIVE DESIGNER

CONTACT

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PROFESSIONAL EXPERIENCE

QA Gamplay Intern | Summer 2024

Larian Studios

- Interned at the Quebec, QBC studio, where I wrote bug reports in JIRA, assessed player bug reports, reviewed documentation, cinematic cutscenes, and tested gameplay.
- Designed, tested, and created mods for Larian Studio's title "Baldur's Gate 3" within their modding toolkit and editor.

PROJECTS

Clean Getaway | September 2024 - April 2025

Narrative & UI/UX Designer | Unity 3D & Yarnspinner

- Designed, developed, and iterated in creating a cooperative chaotic multiplayer experience.
- Created and wrote a compelling and entertaining narrative experience using Yarnspinner.
- Level Up Showcase 2025, 2nd Peoples Choice, 3rd Achievement in Audio, 3rd Artistic Achievement

Under the Bridge | 2022

Solo Project | Twine & Celtx

- Placed 17th in the Interactive Fiction Competition for 2022.
- Developed 2D animations in Procreate, and designed, iterated, and wrote a branching engaging story.
- Created an immersive and haunting interactive narrative experience in Twine.

Incarnadine | 2024 - 2025

Game Writer | Unreal Engine

- Wrote and implemented engaging dialogue, item text, and barks for NPC characters and cinematics.
- Iterated on dialogue, and collaborated with animators, narrative lead, and art director when creating cinematics within

ACADEMIC HISTORY

Sheridan College | 2021-2025

Honours Bachelor of Arts in Game Design & Development

- GPA: 3.9

University of Toronto | 2016-2020

Honours Bachelor of Arts in Book & Media Studies

- Dean's List Scholar
- Woodhouse Scholar Recipient
- Minor in Creative Expression and Society & French Studies

AWARDS

- Gold Award - GDC Narrative Review 2024
- 17th in Interactive Fiction Competition 2022
- Level Up 2025 2nd People's Choice
- Level Up 2025 3rd Artist Achievement
- Level Up 2025 3rd Achievement in Audio

TECHNICAL SKILLS

Unreal Engine, Unity, C#, Visual Studio, Maya, Blender, YarnSpinner.

Twine, Celtx, Microsoft Office Software, Trello, Miro, and Altassian Software.

Procreate, Adobe Premiere, Substance Painter, Photoshop, Aseprite.

DESIGN SKILLS

Rapid Prototyping, iterative design process, and documentation.

Collaborative work, user-centric design, fluent in both English and French.