

Samuel Narkawicz

Game Developer

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Experience

Talofa Games - Lead Unity Engineer

Oct 2020 - December 2022, Providence, RI

Talofa games taught me a whole new side of game development. In this leadership role, I played pivotal roles in building foundational systems that affected the entire development team. Experiencing the successes and repercussions of architecting these systems taught me what it truly means to build things collaboratively.

Sproutel - Mid-Level Software Engineer

June 2018 - October 2019, Providence, RI

Making games and experiences that bring comfort to kids is what I love doing at Sproutel. Sproutel taught me how to iterate on ideas quickly, prototyping fun ideas with speed!

WB Games \ Turbine - Mid-Level Software Engineer

July 2015 - 2018, Needham, MA

I rose steadily through the company by having a consistently excellent work ethic and authoring quality game code designed to scale and perform. Being the feature owner of core gameplay systems gave me experience working with the entire pipeline, from QA, Art, Design, and LiveOps. This turned into the foundational core of my Game Dev experience.

Games & Apps

Talofa Games:

Run Legends ([Splash Page](#))

Sproutel:

My Special Aflac Duck ([iOS](#) / [Android](#))

Jerry the Bear ([iOS](#) / [Android](#))

WB Games \ Turbine:

Game of Thrones: Conquest ([iOS](#) / [Android](#))

Batman: Arkham Underworld ([iOS](#) / [Android](#))

Education & Awards

The New England Institute of Technology

BA - Video Game Development and Simulation Programming

April 2012 - September 2015, East Greenwich, RI

BSA Certified Eagle Scout | Black Belt - Taekwondo | Turbine Game Jam - Best In Show