



Samantha Mason

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EDUCATION

Northeastern University, Boston MA
BFA, Game Art & Animation, 3.75 GPA

September 2023—April 2026

PROFESSIONAL EXPERIENCE

Game Developers Conference (Informa), San Francisco CA

March 2026—March 2026

Conference Associate

- Staffed in a service position at the largest B2B game design conference in the world
- Excelled in a crowded and fast-paced work environment, assisting hundreds of attendees per day
- Thrived under tight deadlines and ensured a pleasant experience for attendees

CAMD MSO, Boston MA

January 2025 —May 2025

Game Design Studio Co-Op

- Took on management responsibilities during leadership changes: facilitating communication between management and researchers and training coworkers on equipment
- Utilized cutting-edge equipment such as EEG sensors in academic game design research
- Implemented an efficient equipment rental system

Sabrefish Studios, Boston MA (Remote)

April 2024—August 2024

3D Rigger

- Optimized pre-existing rigs by adding IK tracks, bone constraints and user-friendly gizmo controls
- Developed intuitive and creative movement sets for robotic characters

AWARDS & EXTRACURRICULAR

CAMD Project Grant Recipient

January 2026

- Awarded funding for an independent aerial photogrammetry/asset creation project
- Earning certification as a civilian drone pilot (ongoing)

PEAK Grant Recipient

June 2024

- Worked under the mentorship of a professor to conduct research in game design
- Developed related skills in research methodology

Dean's Honors Fellow + Dean's List

September 2023—April 2026

SKILLS & REFERENCES

Skills and proficiencies: Houdini; Blender; Maya; C; Vex; Python; Jira; Adobe Suite (Substance Painter, AE, Premiere)

References: James Bell (CAMD IT Support) ja.bell@northeastern.edu