

Sam Sorensen

headofthegoat.itch.io

617.775.6884

ss14134@nyu.edu

Work

Adjunct Instructor Fall 2022–present

New York University

Courses taught: Games 101, Introduction to Game Studies

- Created and conducted lectures for a class of 30 students.
- Facilitated discussions, expanded on content from the lecture based on student questions, and led in-class exercises and activities.
- Intentionally adjusted the syllabus and reading list, modifying it to follow more contemporary game design trends and conventions.
- Graded and provided feedback on hundreds of papers ranging from short weekly reflection pieces to multi-thousand-word term papers.

Writing Help Desk Fall 2021–Spring 2022

New York University

- Assisted both undergraduate and graduate students with writing, ranging from academic papers to in-class essays to job applications.
- Edited and refined grammar from students writing in English as a second language.
- Helped to develop students' creative projects, including video games, board games, novels, poetry, and more experimental forms.

Teaching Assistant Spring 2019

Rochester Institute of Technology

Course: Web Design & Development

- Graded and provided feedback on dozens of student projects.
- Attended class to provide assistance to the professor and students.
- Helped students outside of class with web development projects, including projects outside the direct scope of the course.

Education

Master of Fine Arts: Game Design Fall 2020–Spring 2022

New York University

Bachelor of Science: Game Design & Development Fall 2016–Spring 2020

Rochester Institute of Technology

Projects & Experience

Seas of Sand Expected release January 2024

- 264-page tabletop roleplaying game setting book detailing a desert-ocean of liquid sand.
- Successfully funded on Kickstarter for \$20,000 summer 2021.
- Situated as a part of the “Old School Renaissance” design movement.

Time After Time Expected release November 2023

- 80-page tabletop roleplaying game adventure zine detailing science-fiction time-travel horror.
- Successfully funded on Kickstarter for \$21,000 spring 2022 as a part of ZineMonth 2022.
- Written for the *Mothership* Sci-Fi Horror RPG system under its 3rd-party license.

“New Simulationism” Released Summer 2023

- Short manifesto on tabletop roleplaying game formalism and the ontological relationship between gameplay mechanisms, the fictional world, and play.
- Distributed hundreds of copies at GenCon 2023.

G.C.T.C.G. Spring 2022–present

New York University

- Small-scale trading card game for students, faculty, and staff at the Game Center.
- Designed hundreds of cards, then physically released packs for players to build decks and play.

ZineMonth November 2022–present

- Assisted in the organization of ZineMonth, an independent recurring alternative to Kickstarter’s ZineQuest event, after ZineQuest was temporarily halted.
- Administrate a Discord server of over 500 users.
- Regularly assist writers, artists, and designers with their projects in an informal capacity.

The Big Wet Released November 2021

- 20-page tabletop roleplaying game zine detailing a post-diluvian apocalyptic future.
- Published by Exalted Funeral.

Lowlife Released August 2021

- 36-page tabletop roleplaying game zine supplement detailing rules and procures for use with other systems regarding caving and tunnel warfare.
- Successfully funded on Kickstarter for \$9,000 spring 2021 as a part of ZineQuest 3.
- Situated as a part of the “Old School Renaissance” design movement.

Izirion’s Enchiridion of the West Marches Released January 2021

- 126-page tabletop roleplaying game book containing rules, procedures, advice, and content for running and creating a “West Marches” style campaign.
- Successfully funded on Kickstarter for \$26,000 spring 2020.
- Written for use with Dungeons & Dragons 5th Edition under their third-party OGL.
- Best-selling title on DriveThruRPG.

“Multiple Roleplaying Game Groups in a Shared Campaign World” June 2020

Narrascope 2020

- 30-minute talk on managing multiple RPG groups within a shared, collaborative campaign world.
- Based on research and experience across 4 independent study courses.

Humans vs Zombies Club Fall 2018–Spring 2020

Rochester Institute of Technology

- As vice president, designed multiple week-long games of survival tag across campus, creating new missions, scenarios, and content for over 500 players.
- Managed a team of 10–15 moderators and administered the largest club on campus.

Fax in Tenebris Released April 2020

- 48-page tabletop roleplaying game zine containing a complete horror game system.
- Successfully funded on Kickstarter for \$600 spring 2020 as a part of ZineQuest 2.
- Written as a part of the “Powered by the Apocalypse” design movement.

Rust Hulks Released January 2020

- 234-page tabletop roleplaying game book containing a complete science-fiction game system.
- Successfully funded on Kickstarter for \$5,000 summer 2019.
- Written as a part of the “Powered by the Apocalypse” design movement.

BLOOD CHROME NEON Released August 2019

- 48-page tabletop roleplaying game zine containing a complete cyberpunk game system.
- Successfully funded on Kickstarter for \$1,000 spring 2019 as a part of ZineQuest.

Freelance Game Design Spring 2018–present

- Worked on dozens of analogue game projects as a writer, editor, and graphic designer.