

# Stephen Mark Smith

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## SUMMARY

Game and Level Designer with specialist knowledge in the design and implementation of game mechanics, game systems and game levels using Unreal Engine 4 in addition to strong skills in written and visual communication of game designs in design documentation and spreadsheets.

## TECHNICAL SKILLS

Unreal Engine 4    Unity & C# Scripting    Microsoft Word    Microsoft Excel    GitHub

## GAMES INDUSTRY EXPERIENCE

### **Contract Game QA Tester, Keywords Studios GBTN Programme (January 2020 – Present, Remote Position)**

- Testing Game Beta Builds to report bugs, defects and other issues related to performance and game quality.

### **Game Designer, Rationality Rules (November 2019 – Present)**

- Wrote Design Documentation for a digital version of the card game 'Debunked'
- Designed User Interaction and AI Behaviour in Flow Diagrams

### **QA Customer Support Representative, Freejam Studios (June 2016 – July 2016, Temporary Position)**

- Communicated bug reports from players to Quality Assurance to work out whether or not bugs could be resolved by the customer or if it was a problem Quality Assurance needed to investigate

## EDUCATION

### **MSc Computer Games Technology, University of Portsmouth, 2018 – 2019, Grade: Merit**

- Using Unreal Engine 4 Blueprint Scripting and BSP blocking out techniques, designed and developed a prototype for a local two player co-operative puzzle shooter using under a client brief
- Designed and implemented mechanics that encourage players to communicate with each other to solve in-game problems

### **BSc Computer Games Technology, University of Portsmouth, 2015 – 2018, Grade: First Class Honours**

- Designed the level, interactive mechanics, artificial intelligence behaviour, control schemes and game feel for a VR Safe Space for chemotherapy patients using paper and Unreal Engine 4 block out techniques under a client brief.
- Wrote 1-page and 20-page pitch documents communicating game mechanics, levels and systems for game ideas.
- Developed an understanding of game mechanics, creative problem solving skills, physical and digital game prototyping techniques, playtesting game prototypes and a deep understanding of player psychology.

## ADDITIONAL TRAINING

### **Unreal Engine Blueprint Development: Learn Visual Scripting – GameDev.tv course**

- Developed three games using Unreal Engine 4's Blueprint Scripting System
- Developed a strong understanding of Blueprint scripting from the perspectives of Programming and Design
- Designed game levels using BSP Geometry, self-developed Trigger Volumes and self-developed Blueprint Actors

## OTHER WORK EXPERIENCE

### **Vice-President of the University of Portsmouth Gaming Society (September 2018 – July 2019)**

- Became acting leader of the society in the President's absence
- Ran a 24-hour charity event in collaboration with colleagues from Gaming and committees of other societies

### **Volunteer for Game Over Café, Portsmouth (June 2018 – September 2018)**

- Held a leadership position to ensure that colleagues carried out tasks at the café

## AWARDS

- Participated with a multidisciplinary team in the University of Portsmouth Game Jam in 2018 and won the "Engagement with Diversity" award

## HOBBIES & INTERESTS

- Playing Video Games and table-top role-playing games such as Dungeons & Dragons
- Attending Comic Book Conventions and Gaming Exhibitions

**References available on request**