

# STEPHEN MARK SMITH

GAME/LEVEL DESIGNER

## CONTACT

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## TECHNICAL SKILLS

Game Engines

- Unreal Engine 4
- Unity
- GameMaker Studio 2
- Articy Draft

Programming

- C#
- Git

Adobe Suite

- Photoshop
- Illustrator

Microsoft Office/Google Drive

Paper-based Game Prototyping

## SOFT SKILLS

Agile Development

- Scrum using Taiga.io
- Kanban using Trello

Creative Problem Solving

Verbal & Written Communication

- Email
- Discord

Taking Initiative & Leadership

Planning & Organisation

Working under Pressure

Adaptability to Change

Willingness to Learn and Grow

## EDUCATION

### University of Portsmouth (2015-19)

MSc Computer Games Technology (1 Year)

- Grade: Merit

BSc Computer Games Technology (3 Years)

- Grade: First Class Honours
- Design/Programming Pathway

### St. Vincent College (2011 - 15)

- IT BTEC Double Diploma - D\*D\*
- Graphic Design A Level - C

## AWARDS

University of Portsmouth Game Jam Awards:

- Engagement with Diversity Honourable Mention (2020)
- Engagement with Diversity Winner (2018)

Other Awards:

- St. Vincent College Love of Learning Award (2015)

## HOBBIES

- Avid Video Game player, favouring the First-Person Shooter and Role-Playing Game genres
- Regular attendee of MCM London Comic Con and Portsmouth Comic Con
- Avid game master and player of Dungeons & Dragons
- Running, Cycling and Yoga on a regular basis

## Level Design

- Created Level Blockouts for an unannounced Indie Game using Unity using the Level Design Document written by the project's Lead Level Designer as a guide. This used placeholder primitive objects to represent enemies, hazards, rewards, etc. that had yet to be implemented into the project by other disciplines.
- Recreated a level from Halo 2 using Unreal Engine 4's Brush Geometry for Blocktober 2020
- Designed AI pathfinding, environmental surfaces, buildings and car parking areas for hundreds of different airports, using proprietary software, for *Microsoft Flight Simulator*, guided by satellite imagery.
- Created the level for a couch co-op game prototype in Unreal Engine 4 using BSP geometry and placing game objects and enemies to create unique challenges that increased in difficulty as the players progressed
- Designed an environment for a VR Medical application using paper drafts, finalised digital drafts in Photoshop and a Level Blockout in Unreal Engine 4.
- Drafted level mockups using Photoshop/Illustrator and using them to guide level blockouts in Unreal Engine 4 for personal projects and Unity for professional work.

## Game Design

- Broke down existing game mechanics for a popular First-Person Shooter and used that knowledge to design and recreate the mechanics in Unreal Engine 4
- Made a spreadsheet detailing power-ups for an unannounced Indie Game alongside the team I was working with
- Designed and implemented game objects and enemies to facilitate communication-heavy co-operative play using Unreal Engine 4
- Designed AI behaviour using Flow Diagrams for a creature companion for a VR Medical Application and for enemies in other game projects.
- Designed Game Flow for multiple game projects using Flow Diagrams
- Designed, Balanced and Tuned values for Weapons and Enemies using Excel
- Mapped out controls using tables and visual diagrams in Design Documentation

## Development Experience

- Took on an unofficial leadership role for the Level Design team at Pineapple Studios, covering for the Lead Level Designer
- Carried out Quality Assurance tests for an unannounced Indie Game. Communicated reproduction steps to Designers and Programmers on the team
- Took part in regular meetings via the Discord platform while working on *Microsoft Flight Simulator*
- Noting reproduction steps for bugs in demo playtesting sessions for AAA games
- Used Kanban Agile Development with Pineapple Studios and in Game Jams
- Developed a student group project using Scrum project management in Taiga
- Took responsibility for Quality Assurance and Public User Testing for the VR Medical application app project

## Projects

### Halo 2 Case Study Prototype | Individual Independent Project (August 2020 - Present)

- Analysed Overheating Weapon Mechanics and recreated them in Unreal Engine 4
- Recreated a level from Halo 2's campaign using Unreal Engine 4's Brush Geometry

### Unannounced Indie Game | Level Designer, Pineapple Studios (Jun 2020-Present)

- Used proprietary software to map out hundreds of airports

### Antiviral | Game & Level Designer, Team Game Jam Project (Jun 2020)

- Micro-sized shooter where the player has to eliminate germs before they multiply too much and overwhelm the player.

### VR Medical Safe Space | Game Designer/QA, Team Student Project (Oct 2017-Mar 2018)

- VR application designed to use the Oculus Rift to immerse chemotherapy patients into a relaxing, meditation-inspired world to ease them while undergoing treatment in hospital

### Chaos Crusaders | Game Designer, Individual Student Project (Oct 2017 - Mar 2018)

- Two-player fighting game with JRPG-inspired characters and combat mechanics