

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 objects to represent enemies, hazards, rewards, etc.
- Worked closely with the Art Team at Pineapple Studios to implement environment art into game levels to create a finalised look for each and every level that was featured in the game in addition to assisting the Programming, AI and QA Teams by creating test levels to find the fun in the game's combat and enemies.
- Recreated a level from Halo 2 using Unreal Engine 4's Brush Geometry for Blocktober 2020, iterating on the original level by adding new areas and testing it with combat AI.
- 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 the responsibility of leading the Level Design team for Pineapple Studios by assigning work for myself and the rest of the Level Design team and communicating with other departments to progress game development.
- 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
- Programmed my own combat AI to demonstrate the level's effectiveness for combat situations

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

- Became Lead Level Designer in October 2020

Microsoft Flight Simulator | Jr. Level Designer, Orbx Simulation Systems (Mar-Jun 2020)

- 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