STEPHEN MARK SMITH

LEVEL DESIGNER
1+ YEAR INDUSTRY EXPERIENCE

CONTACT DETAILS

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TECHNICAL SKILLS

Game Engines
- ➤ Unreal Engine 4
- ➤ Unity

Source Control
- ➤ GitHub/Sourcetree/GitLab

Adobe Suite
- ➤ Photoshop & Illustrator

Other
Microsoft Office/Google Drive
Paper-based Game Prototyping
Game/Level Design Documentation

SOFT SKILLS

Scrum and Kanban
Creative Problem Solving
Taking Initiative & Leadership
Planning & Organisation
Working under Pressure
Adaptibility to Change

EDUCATION

University of Portsmouth (2015-19)
MSc Computer Games Tech (1 Year)
- ➤ Merit

BSc Computer Games Tech (3 Years)
- ➤ First Class Honours
- ➤ Design/Programming Pathway

St. Vincent College (2011 - 15)
- ➤ BTEC Double Diploma in IT - D*D*
- ➤ A Level Graphic Design - C
- ➤ City & Guilds TV & Video - Merit
- ➤ GCSE English - B

Baycroft School (2006 - 11)
- ➤ GCSE Maths - C
- ➤ BTEC Science - Pass (2x GCSE C)

AWARDS

Game Jams
- ➤ Engagement with Diversity Honourable Mention (UoP - 2020)
- ➤ Engagement with Diversity Winner (UoP - 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 Experience

- ➤ Currently undergoing Level Design Mentorship offered by the host of the Level Design Lobby Podcast
- ➤ Wrote a Level Design Document and drew 2D top-down maps for a level suitable for *Destiny 2* as the first part of a level design mentorship
- ➤ Created Level Blockouts using Unreal Engine 4 Geometry for Personal Projects and Unity's primitive shapes for *Kingdom Jump*.
- ➤ Used Modular Assets to create art-complete levels for *Kingdom Jump*
- ➤ Drafted level mockups using Photoshop/Illustrator and using them to guide level blockouts for *Kingdom Jump*
- ➤ Created a level suitable for *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.*
- ➤ Created natural level progression for a couch co-op game prototype by placing game objects and enemies to create unique challenges
- ➤ Designed an environment for a VR Medical application using paper drafts, finalised digital drafts in Photoshop and a Level Blockout in Unreal Engine 4.

Game Design Experience

- ➤ 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
- ➤ Created a spreadsheet detailing power-ups for Kingdom Jump alongside the Game and Level Design teams at Pineapple Studios
- ➤ 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

- ➤ Tested business software for bugs and errors while working for Alver Services
- ➤ Documented bug fixes and feature updates for business software
- ➤ Used Kanban Agile Development while working for Pineapple Studios
- ➤ Took part in regular feedback meetings while working on *Microsoft Flight Simulator*
- ➤ Noting reproduction steps for bugs in demo playtesting sessions for AAA games
- ➤ Took responsibility for Quality Assurance and Public User Testing for the VR Medical application app project

Employment History

Software Quality Assurance Tester, Alver Services (Mar 2021 - Present)
- ➤ Tested web and business application software for bugs and errors
- ➤ Reported bugs and errors to the development team using GitLab
- ➤ Wrote documentation for bug fixes and feature updates

Level Designer, Pineapple Studios (Jun 2020 - Feb 2021 - Contract)
- ➤ Designed and built single-player levels in Unity for *Kingdom Jump*
- ➤ Managed the Level Design Team by chairing weekly team meetings, managing team member workloads and creating a positive working environment for the team

Level Designer, Orbx Simulation Systems (Mar - Jun 2020 - Contract)
- ➤ Used proprietary software to map out AI navigation for hundreds of airports in *Microsoft Flight Simulator*

Temporary QA Customer Service Representative, Freejam Studios (July 2016)
- ➤ Resolved technical issues via email for customers playing Freejam's games
- ➤ Communicated potential bugs to the QA team for investigation

Projects

Destiny 2 Rebirth Facility | Level Design Mentorship with Level Design Lobby (Feb 2021 - Present)
➤ Created a **Level Design Document** to plan **level narrative, beats, pacing and metrics**
➤ Made **2D Top-Down maps** to plan **level layout** and **enemy/objective placements**
➤ Built the **level blockout in Unreal Engine 4** using a **blockout tool plugin** for man-made structures and **BSP Geometry** for natural environments
➤ Scripted level-specific mechanics such as locked doors and special projectiles using Unreal Engine 4 Blueprints
➤ Used an iterative process to build the level from a 2D plan to a fully playable level, using the guidance provided in monthly calls with the mentor to guide the process.

Kingdom Jump | Level Designer, Pineapple Studios (Jun 2020 - Feb 2021)
➤ Created **level mockups** for 25 single player levels **in photo manipulation software**
➤ Built **playable level blockouts in Unity** using primitive shapes
➤ Iterated on level blockouts using **proprietary tools** to create **art-complete levels**

Halo 2 Level Remake | Individual Project, Blocktober 2020 (Aug - Nov 2020)
➤ Analysed Overheating Weapon Mechanics and recreated them in Unreal Engine 4
➤ Recreated and iterated on a level from Halo 2's campaign using **Unreal Engine 4's Brush Geometry**
➤ Programmed combat AI to demonstrate the level's effectiveness for combat situations

Microsoft Flight Simulator | Level Designer, Orbx Simulation Systems (Mar - Jun 2020)
➤ Created **navigation paths**, using satellite images of real airports as guidance, **to be used by AI Airplanes and Fuel Trucks** in the game
➤ Mapped out **asphalt and concrete surface areas** for hundreds of airports featured in the game

Antiviral | 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.
➤ Wrote the **Game and Level Design Documentation** which helped the team's programmers to build the gameplay mechanics
➤ Defined the **level boundaries** using an **invisible box prefab built in Unity**
➤ Placed enemy objects in their initial starting place within the level boundaries
➤ Assisted the team's artists to apply textures to the environment objects in Unity

VR Medical Safe Space | Level Designer, 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
➤ Wrote a full **game design document** in a **Wiki** format
➤ Created **2D drafts** for the level with **paper and photo manipulation software**
➤ Worked closely with the team's artists to create the **level blockout in Unreal Engine 4 using primitive shapes**
➤ Placed audio elements into the level
➤ Carried out quality assurance testing for the project and invited peers to test the project for feedback

REFERENCES AVALIABLE ON DEMAND

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