

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
Quality Assurance Testing

SOFT SKILLS

Scrum and Kanban
Creative Problem Solving
Taking Initiative & Leadership
Planning & Organisation
Working under Pressure
Adaptability 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

- Video Games, especially FPS and RPGs
- Regular attendee at Comic Cons
- Playing Dungeons & Dragons
- Running, Cycling and Yoga
- Watching Anime

REFERENCES

AVAILABLE ON DEMAND

Summary

My mission is to create awesome and unforgettable experiences through Level Design.

Passionate, hard-working Level Designer with over a year of experience in Level Design and Quality Assurance testing in the Games and Web industries.

Level Design Experience

Built a Level suitable for *Destiny 2* in Unreal Engine 4

- Wrote a Level Design Document
- Designed 2D top-down maps
- Created the Level Blockout using BSP Geometry and blockout tools
- Added Environmental Storytelling to the level

Designed Single Player Levels for *Kingdom Jump* using Unity

- Designed level concepts using GIMP
- Built blockouts using primitive shapes
- Polished and Decorated levels using proprietary modular assets

Created a level suitable for *Halo 2* using Unreal Engine 4

- Recreated and Iterated on a favourite campaign level from *Halo 2*
- Created larger parts of the level using BSP Geometry
- Used blockout tools to create smaller details

Worked on Airports for *Microsoft Flight Simulator* using proprietary tools

- Plotted AI Pathfinding for airplanes and fuel vehicles
- Mapped out the shapes of man-made surfaces, building and car parks

Game Design Experience

System Design

- Created a spreadsheet for power-ups in *Kingdom Jump*
- Designed AI behaviour using Flow Diagrams for a creature companion for a VR Project

Game Design Documentation

- Mapped out controls using tables and visual diagrams in Design Documentation
- Wrote a full GDD in Wiki format for a VR Project at University
- Created a 20-page pitch document while at University

Other Development Experience

Quality Assurance

- Tested business software for bugs
- Wrote test steps for bug fixes and feature updates
- Validated data stored on business software using SQL queries
- Reported bugs and reproduction steps in public beta testing sessions for games

Project Management

- Used Trello to managed tasks for Level Design at Poly Fruit Studios
- Conducted weekly progress meetings with the Level Design team at Poly Fruit Studios

Employment History

Software Quality Assurance Tester, Alver Services (Mar 2021 - Present)

- Tested web and business application software and SQL database for bugs and errors
- Reported bugs and errors to the development team using GitLab
- Wrote documentation for bug fixes and feature updates

Level Designer, Poly Fruit 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, Poly Fruit 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

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