

# SIMON SMITH GAME DESIGNER

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## SKILLS

**Game Design** - Level Design, Systems Design, Design Documentation, Game Programming, Rapid Prototyping

**Programming Languages** - C#, Unreal Blueprints, HTML, Typescript

**Game Engines** - Unity 3D, Unity 2D, Unreal 4, Unreal 5, Meta Horizon Worlds

**Source Control** - Perforce, GitHub

**Team Work** - Listening, Implementing Feedback, Communication, Design Mentor, Conflict Resolution

**Other** - Alternative Controllers, Arduino, Makey Makey, Jira, Slack

## WORK EXPERIENCE

**Art Center** - Peer Coach, Game Design

SEP 2021 - April 2023

- Worked with students who wanted to learn more about Unity or C#.
- Listen to others and provide critique or answers depending on the individual.
- Organize coaching and tutoring sessions.

**Coin Crew Games** - Systems Design Intern

JAN 2021 - APR 2021

Shipped Title: Escape Academy

**TA** - Alternative Controllers

Sep 2022 - Dec 2023

**TA** - Game Design Challenges

Jan 2023 - April 2023

**TA** - Games for Themes Entertainment

Jan 2023 - April 2023

## EDUCATION

**ArtCenter College of Design, Pasadena, CA**

AUG 2019 - PRESENT, EXPECTED APR 2023

Bachelor of Science in Entertainment Design - Game Design Focus

**California State Polytechnic University, Pomona, CA**

AUG 2019 - Sept 2014 - August 2018

Bachelor of Arts in Philosophy - Religion Focus

## PROJECT EXPERIENCE

**Neo Versailles** - Lead Level Designer

SEP 2022 - April 2023

- Collaborated on a team of 40 in an ArtCenter College of Design Capstone Unity-based Action RPG game
- Designed & developed the core player movement + camera system tech demo in Unity
- Conducted competitive analysis design on reference games & documented findings using Confluence

**Kitchen Kauldron** - Lead Programmer, Game Designer

SEP 2021 - PRESENT

- Collaborated on a team of 7 to create three games that all interface with each other to create a cohesive, themed entertainment experience.
- Developed core systems for each of the 3 games.
- Organized playtesting sessions & collected user feedback