MALCOLM SMITH
GAME DESIGNER

CONTACT

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https://www.malcolmsmithgd.com

SKILLS

- Game Design
- Level Design
- system Design
- Combat Design
- Unreal Engine 4&5
- Problem-solving
- Game QA
- Project workflow
- Jira and confluence

EDUCATION

Full Sail University
2020-2022
Bachelor of Science in Game Design

National Society of Collegiate Scholars

PROFILE

As a game designer, I strive to create high-quality games that create fond memories and bring people together. When designing games, I believe the player's enjoyment should come first. I am passionate about video games and always strive to improve my skills to continue making great games.

EXPERIENCE

Hopper | Independent Contractor - Technology Support/Game Designer | PC

August 2023 - November 2023

- Designed and developed frogger like game using unreal engine 4.26
- Wrote an instructional document meant for younger kids on how to make the game and core features like obstacles, power-ups, UI, making levels, and core player systems
- Wrote and submitted work invoices to project lead
  https://malcolmsmith.itch.io/hopper

Space Escape |Game Designer | Mobile
November 2022 - November 2022

- Designed the scenes/levels seen in the game
- Created the pixel art for the enemies, player projectiles, and in-game menus
- Integrated in-engine mechanics and features to make a unique gaming experience.

Space Escape can be downloaded using this link:
https://bbworld.page.link/cA9Lb4aXReDFBmjq8