

Malcolm Smith

Game Designer

League City, Texas | (832) 920-6445 | malcolm360xl@gmail.com |

<https://www.linkedin.com/in/malcolm-smith-b70280234/> | <https://www.malcolmsmithgd.com>

PROFESSIONAL SUMMARY

Passionate and self-motivated game designer with a Bachelor of Science in Game Design from Full Sail University. Experienced with Unreal Engine, Jira and Confluence. Created and Shipped two projects with will be linked in experience section.

SKILLS

- Game Design
- Collaboration
- Project-Solving
- Jira
- Unreal Engine 4&5
- Game Quality Assurance
- Confluence
- Level Design
- System Design

EXPERIENCE

Independent Contractor - Technology Support/Game Designer

August 2023 - November 2023

Full Sail University- League City, Texas

- Designed and developed frogger-like game using Unreal Engine 4.26
- Utilized Microsoft Word to write an instructional document meant for children to use with detailing how to design gameplay features found in the game Frogger using Unreal Engine to build a unique game based on the game Frogger
- Developed core gameplay features such as power-ups, UI, obstacles, and player objectives
- Constructed 16 game levels with different themes and designs incorporating different obstacles and power-ups
- Conducted multiple playtest to fix and improve the game's 16 levels, user interface, obstacles and power-ups and over bugs
- Wrote and sent in invoices to project lead biweekly detailing number hours worked and goals accomplished to calculated pay for the invoice
- Built a level progression system for the game's 16 levels
- Link to game: <https://Malcolmsmith.Itch.io/hopper>

Game Designer

November 2022 - November 2022

Self Employed- League City, Texas

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

EDUCATION

Bachelor of Science in Game Design (B.S.)

May 2022

Full Sail University, Winter Park FL