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Austin Texas

Software Skills

- C#
- Unity 3D
- Visual Studios
- Github
- Javascript
- Adobe Creative Suite
- Maya
- 3D's Max
- Unity DevOps
- Trello
- Miro

General Skills

- Interpersonal & Soft People Skills
- Object Oriented Programming
- Goal Oriented Problem Solver
- Project & Team Management
- Code & Process Optimization
- Systems & Tools Design
- Version Control
- Level Design

Quentin T. Smith

Game Designer · Tools/System Designer · Level Designer

A dedicated & knowledgeable game designer with experience in designing simplified modular tools/systems/worlds - componentized, intuitive, & easy to understand.

Always had a drive to solve problems & learn new skills. Many of my skills are self-taught, but the foundations came from my experiences working with others through College & High School.

Game Creation Experience :

Lead Programmer/Game Designer For FreeRider

Fall (2023- 2024)

Unity · C# · Visual Studios · Trello · Unity DevOps
(Capstone Project)

Responsible for the creation of tools, features, game feel, & team management. Worked with both art & animation to design & maintain a relaxing & chill player experience.

Lead Programmer/Game Designer for Fickle Knight

2024

(Unity · C# · Visual Studios · Google Docs · Github)
(Small Team Project)

Spearhead a small puzzle game which aims to provide fun solutions to challenging problems. Responsible for the management, creation, & adjustment of the overall codebase, new features, & game feel.

Game Designer for Endless Nightmare

2023

Unity · C# · Visual Studios
(Individual Project)

Started with a base project & created, modified, & upgraded the core systems, with the inclusion of my own systems & designs. Overall responsible for the games look, feel, codebase, & structure.

Employment :

Service Industry

2020 - 2024

Freddy's Frozen Custard & Steakburgers · H-E-B · Tumble 22

- Responsible for maintaining an organized & well kept area in a busy service environment
- Worked with a team to provide hospitality & efficient customer service
- Provided assistance through the sales process & answered inventory questions

Education :

Austin Community College

Fall (2021- 2024)

Associate of Applied Science, Game Design; 3.98 GPA

OSHA Certification

2020-Present

Honors & Awards:

Received The 'Partner Of The Month' Award For Outstanding Work & Service At H-E-B
Received Several Manager Honorable Mentions For Excellent Customer Service At H-E-B