

Quentin T. Smith

Game Designer · Programmer · Tools/System Designer · Level Designer

Driven to learn new skills, solve problems, and mentor others. Experienced with creating simplified modular tools, systems, and worlds - componentized, intuitive, and easy to understand. Primarily self-taught, the foundations stem from collaborating with others in College.



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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 and Soft Skills
·Object Oriented Programming
·Project and Team Management
·Code and Process Optimization
·Systems and Tools Design
·Version Control
·Critical Thinking
·Self-Motivated
·Level Design

Game Creation Experience :

Lead Programmer/Game Designer for Fickle Knight

Jul 2024 - Present

(Two Person Team Project)

2D fantasy puzzle game guiding a Knight through a cartoony dungeon

- Spearheaded a puzzle game providing fun solutions to 10 challenging problems
- Ownership of codebase management, 15+ new features, and game feel
- Architected the core pillars including Tile Finding and Knight Movement with code refactoring resulting in 60% speed increase

Unity · C# · Visual Studios · Google Docs · Github

Lead Programmer/Game Designer for FreeRider

Nov 2023 - Aug 2024

(Capstone Project)

3D third-person free skating experience

- Led a team of three programmers and collaborated with cross functional teams (15 people) to integrate game feel, assets, and gameplay mechanics
- Refactored the Player Movement system, beta testing results showed a 70% player retention and enjoyment increase
- Design of the modular Hazard and Detection systems which enhanced the gameplay with 5 challenging obstacles for players to navigate

Unity · C# · Visual Studios · Trello · Unity DevOps

Game Designer for Endless Nightmare

Mar 2023 - Apr 2023

(Individual Project)

3D isometric endless wave shooter

- Started from a base project including codebase management and initial setup
- Heavy modifications to the 7 core systems, with 11 new features, 6 gameplay mechanics, and improved game feel by 80%

Unity · C# · Visual Studios

Employment :

Service Industry

2020 - 2024

Freddy's Frozen Custard and Steakhburgers · H-E-B · Tumble 22

- Worked with teams of 10+ people to provide hospitality and efficient customer services
- Assisted customers through the sales process and answered inventory questions
- Maintained an organized & well kept area in a busy service environment

Education :

Austin Community College

Aug 2021 - Aug 2024

Associate of Applied Science, Game Design; 3.98 GPA

OSHA Certification

2020

Honors and Awards :

Received The 'Partner Of The Month' Award For Outstanding Work and Service At H-E-B

Received 5+ Manager Honorable Mentions For Excellent Customer Service At H-E-B