



WEHAN SMIT

Game Developer

Passionate about game development and design

wsmit2002@gmail.com

+ 27 82 413 6857

Cape Town, South Africa

INTRODUCTION

Fresh out of university, I've been taking on small jobs to build up real experience and support myself financially. I'm aiming for a career in game design, but any role that lets me work with the code would be immensely beneficial to my future. I am eager to apply my skills that I have developed in university and prior in a dynamic team environment where I am able to contribute as much as possible. I have a deep passion for narrative storytelling and how it can enhance player immersion, and I enjoy experimenting with different gameplay mechanics to create unique and memorable experiences. I am committed to delivering high-quality work that captivates players.

EDUCATION

Bachelor of Arts in Game Design and Production

SAE Institute

2023-2025

Final Project - 90%

Media literacy - 80%

Game history - 80%

Asset Design 4: 3D Animation - 77%

Game Studies 4: Final Research Component - 76%

Asset Design 2: Digital imaging - 75%

Scripting 1: Introduction - 75%

National Senior Certificate

York High School

2016-2020

SKILLS

Game Engines: Unity, Unreal

Coding Languages: C#, C++,

HTML, CSS, JavaScript, Java,

Python

Git

Level Design and Gameplay

Scripting

QA Testing

3D Modelling in Blender

Narrative Storytelling

VR Development

Multiplayer Development

Web Design

Office: Word, Excel, Powerpoint

English - Fluent



WEHAN SMIT

Game Developer

Passionate about game development and design

wsmit2002@gmail.com

+ 27 82 413 6857

Cape Town, South Africa

PROJECTS

Serial Cleaner

March 2025 - Present
SAE Final Project

Developed a narrative-driven VR game featuring a stylised low-poly art direction and a highly interactive world. With self-made user-friendly UI systems, lighting tools, and a broad range of original 3D assets, complemented by self-produced music and sound effects. The experience was designed with a comedic tone and strong user engagement in mind, ensuring smooth performance on both PC VR and standalone headsets.

50/50 FLIP!

Solo Project

January 2026 - Present
In Development

Simple Coin Flipping Game where people compete to obtain as long of a streak of correct coin guesses as possible. In early develop

WORK EXPERIENCE

Administrative Clerk

Nico Smit Inc.

Jun 2024 - Jul 2024

Data capturing for collection department of law firm
Megan Hough - +27 82 888 4529

Administrative Clerk, IT Support and Web Designer

Arlene Vosloo Attorney

Dec 2024 - Present

- Assisted in creating letterhead design
 - Designing and developing website
 - Provided Technical Assistance
- Arlene Vosloo - +27 72 641 6230

Accounting Assistant

Valobex 131 CC trading as Goldvault

Sept 2025 - Present

- data capturing, production of purchase orders and invoices and SARS compliance documents (VAT264).
 - future projects - design new facebook page and webpage, company documents - so that there is a new logo that is consistent throughout the platforms
- Arlene Vosloo - +27 72 641 6230

CERTIFICATES

Codecademy Certificate of Completion: Learn HTML

Codecademy Certificate of Completion: Learn CSS

ACHIEVEMENTS

SAE Cape Town Audi Game of the Year Award - Serial Cleaner

SAE Cape Town Best Narrative Game Award - Serial Cleaner