



# WEHAN SMIT

Game Developer

Passionate about game development and design

wsmitsmit2002@gmail.com

+ 27 82 413 6857

Cape Town, South Africa

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## 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 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.

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## 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

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## SKILLS

Game Engines: Unity, Unreal

3D Modelling in Blender

Coding Languages: C#, C++,

Narrative Storytelling

HTML, CSS, JavaScript, Java,

VR Development

Python

Multiplayer Development

Git

Web Design

Level Design and Gameplay

Office: Word, Excel, Powerpoint

Scripting

English - Fluent

QA Testing



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## PROJECTS

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### **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 development

## WORK EXPERIENCE

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### **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

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Codecademy Certificate of Completion: Learn HTML

Codecademy Certificate of Completion: Learn CSS

## ACHIEVEMENTS

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

SAE Cape Town Best Narrative Game Award - Serial Cleaner