ROBERT SMITH

Game Designer/Executive

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SUMMARY

Enjoy working on all aspects of the game design process. From concept to marketing and everything in between, skilled graphics artist and animator as well as a competent programmer and level designer.

CORE COMPETENCIES

Adobe Photoshop, Adobe Creative.

PROFESSIONAL EXPERIENCE

Game Designer/Executive
ABC Corporation - September 2011 – July 2013

Key Deliverables:
- Started super smash bro.we apply our own character and stages.
- Worked on mine craft mods and so far have done everything from adding new mobs and changing Steves player skin to adding new materials.
- Released Skills Used From teamwork and leading to patience and persistence.
- Created 2D and 3D animated symbols and other assets for slot machine games.
- Designed, documented, implemented, and tested physics materials.
- Aided in the design of tools & systems Accomplishments.
- Designed and scripted many versatile interactions. Raised and ride dragons of various types.

Game Designer
ABC Corporation - 2006 – 2011

Key Deliverables:
- Arduino/Unity.
- No relationship to the similarly-named 2004 game.
- Full Project.
- Player balances a ball on a sensor-controlled platform while deflecting threats on either side.
- Of.light Unity.
- Full Project.
- The player explores a dynamically-generated universe that creates a unique ambient sound experience..

EDUCATION

- N/A in Account/game desinger/culinary art - 2013(NTCC - Mount Pleasant, TX)