

Game Designer

ROBERT SMITH

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Objective

Learned and use it to allow to work within larger studios to gain a stronger base of understanding internal operations of larger projects and systems.

Skills

Unreal Engine, Adobe Photoshop.

Work Experience

Game Designer

ABC Corporation - September 2011 - July 2013

- Designed and documented gameplay mechanics for free to play mobile games.
- Wireframed UI/UX layout concepts for mobile devices with Photoshop and Balsamiq.
- Conducted usability tests throughout the development cycle.
- Managed and adjusted game balancing spreadsheets based on post-launch metrics feedback.
- Collaborated with the art team to design and implement new game content for App updates.
- Created feature brief documents with the product manager for each development sprint.
- Devised and implemented comparison metrics for evaluating the power balance.

Game Designer

ABC Corporation - 2007 - 2011

- Right now Im just entering collage at NTCC to be a game designer.
- Have help my best friend make game since we meet.We started super smash bro.we apply our own character and stages.
- We apply new music as well as new images.
- The recent project we are working on mine craft mods and so far we have done everything from adding new mobs and changing Steves player skin to adding new materials, worlds, and dimensions.
- We added new tools and items you are able to make.
- we even made it so that we can tame, raise and ride dragons of various types.
- At each one of this job i made sure the people was very happy with my job and i was always on time and went over in beyond the job duty each time with a smile Skills Used this job my great math skill will come thought and i will do my best to learn the job at hand.

Education

Bachelor of Science in Game Design and Development - (Full Sail Real World Education - Winter Park, FL)