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CALEB SMITH

C++ PROGRAMMER & GAME DESIGNER

[Portfolio Website](#)

[LinkedIn Profile](#)

SKILLS

📌 **Languages:** Fluent in C++ & Blueprints - C# - Javascript

Tools: Visual Studio Debugger - Perforce - Jira Feature Tracker

Game Development: 3D Math - UE4 Editor - Unity - Hammer Editor

📌 **Misc:** Excellent Verbal and Written Communication - Team Player - Passionate About Games and Game Development

PROFESSIONAL EXPERIENCE

Programmer & Designer

Rogue Raven

2017 - present

Working closely with technical and creative leads on an unannounced horror IP

- Collaborate closely with leads to flesh out gameplay mechanics
- Develop prototypes for UI and world/character item management system
- Pitch designs for various mechanics (EVP system, aiming mechanic and dynamic encounters)

Game Design Consultant

Private Contract

September 2017

Worked with client to flesh out design documentation for bear-boxing mobile game

- Expanded upon broad designs for AI fight styles, item effects, character stats/traits, training mechanics and gameplay-loop
- Theorized balance for above features to ensure a fair and interesting play experience
- Communicated with client to ensure documentation matched their vision

Gameplay Programmer

Waden Kane Game Studios

2016 - 2017

Programmer on an Unreal Engine 4 3D side-scrolling shooter planned for release on the PS4

- Collaborated closely with team to implement gameplay systems in C++ (input, weapons and AI)
- Worked closely with artists to hook-up and tweak animation assets for gameplay
- Wrote readable and efficient code that provided an interface for designers to manipulate mechanics with Blueprint scripts
- Regularly updated Jira with status of current work and to resolve reported bugs
- Participated in bi-weekly stand-ups to present current work and gather feedback from team

PERSONAL EXPERIENCE

The Dying of the Light (August 2017): Worked with a five person team for Ludum Dare 39

UAT Game Jam (2016): Developed a microphone input system and scripted level interactions

EDUCATION

Arizona State University

Film and Media Studies

2012 - 2016