

# Léo Félix Smith



## Work Experience

### Level Designer • River End Games

Gothenburg, Sweden • September 2022 - present

River End Games is developing a single player, story-driven, stealth puzzling game. My work is comprised of designing puzzles, blocking out levels, scripting NPC behavior and events, mocking up cutscenes, implementing dialogue and animations, and QA.

### Business Developer • Moto Safi Ltd.

Dar es Salaam, Tanzania • Feb 2022 - Apr 2022

Moto Safi distributes ethanol cook stoves in East Africa with the goal of replacing unsustainable charcoal consumption. The work I did with my team resulted in the company adopting new business strategies. The collaboration was part of my thesis.

### Working Holiday • Various Employers

New Zealand • Jan 2017 - Jul 2017

- **Gourmet Blueberries Ltd.** Handpicked blueberries in an orchard.
- **Mr. Apple NZ Ltd.** Recorded data of apple picking in an orchard.
- **EastPack Ltd.** Packed kiwifruits in a packing house.
- **LRK Trays Ltd.** Operated tray-making machinery and supervised the on-site team.

### Team Leader • CMB GmbH

Berlin, Germany • Oct 2016 - Jan 2017

CMB GmbH is a company that provides services for supermarkets such as shelf restocking. At CMB I restocked empty shelves, supervised the staff, and managed the logistics of incoming goods at the warehouse.

## Skills

- Unreal Engine
- Whiteboxing
- NPC scripting
- QA / Playtesting
- Version Control

## Languages

- English (native)
- German (fluent)
- French (fluent)
- Swedish (proficient)

## Hobbies

- Climbing
- Trekking
- Board game nights with friends
- Producing Music

## Education

### Chalmers University of Technology

Gothenburg, Sweden • MSc in Entrepreneurship and Business Design • 2020-2022

Masters in venture creation and sustainable innovation. Action-based pedagogy with high focus on teamwork.

### Sorbonne Université

Paris, France • Erasmus Semester • 2019

Studied philosophy and Nordic culture during my time in Paris.

### Uppsala University Campus Gotland

Visby, Sweden • BA in Game Design and Project Management • 2017-2020

Bachelors in game development with a minor in project management and leadership. Focus on working in cross-disciplinary teams and designing meaningful player experiences.

### John F. Kennedy School Berlin

Berlin, Germany • U.S. High School Diploma • 2004-2016

German-American bilingual and bicultural school that I attended from preschool through high school. I graduated JFKS passing nine Advanced Placement (AP) Examinations as an AP Scholar with Distinction.