Ellie Smith
Gameplay Designer

elliesmithgames.com

Chimneypots Trevollard | Lanreath
Looe | Cornwall | PL13 2PD
roobdoo52@gmail.com
07484 801133

"A game designer with an interest and experience across all areas of game developement. I'm passionate about prototyping **satisfying interaction systems** as well as **meaningful systems** that speak to a larger idea be that silly or serious."

Skills

- Unreal Blueprints / Unreal Engine 5
- C# scripting / Unity
- Photoshop
- Learning new software (learnt Trenchbroom to create a Quake map)
- Creating one page game design docs [GDDs] to outline key systems / gameplay features
- Graphic Design

- Prototyping to figure out how things work / iterating on ideas
- Iterative agile workflows i.e. scrum / standups
- Paper Prototyping – developing board games
- Organising playtest sessions
- **Analysing playtest feedback**
- Sprint planning / project management
- Researching industry processes

Experience

Who's Steering This Thing? – [Systems Designer] ------------- **Escargot Games : 09/2025 – current**

- Systems Design : Developed **3 iterations of a board game** to prototype features / implimented **steering** system
- UX Design : **Implimented alarm system** with different hazard dependant behaviours / Implimented varied move speed

Insequity – [Lead Designer] ------------------------------- **Picasso Games : 09/2024 – 06/2025**

- Systems Design : Developed a board game to illustrate vision of the game to the team and playtest early mechanics / Implimenting interactable objects in blueprints [journal collection system / mole tunnels / DNA collection system]
- UI Design : Developed multiple iterations of a '*gene splicing*' interface / Implimented iterations of a journal interface
- Level Design : Developed a level map, constrained by multiple game features, that produced a cinematic horror experience and would afford the player the use of their abilities.

Robros – [Gameplay Developer] --------------------------- **RN16 : 11/2023 – 06/2024**

- Systems Design : Created a GDD for gameplay features and cross-matrix to analyse possible system interactions
- UI Design : Developed multiple iterations of a split-screen robot screen interface
- UX design : Created VFX / audio to add more impact to player actions i.e. enemy explosions / VFX and audio for game states

Work Experience

Student Ambassador
Falmouth University: 02/2024 – current
- Representing the university for prospective students, providing accurate details of uni life
- Supporting new students to find their way around
- Supporting events i.e. open days and graduation

Microinternship Digital Content Intern
Outlier Press: 24/01/2024 – 24/05/2024
- To support the authors writing with illustrations
- Managing the project within the allocated paid hours given

Game Jams / Achievments

Zoomies [GMTK 2025 Jam] – Team of 2 / 4 Days
Forest of Dreams [Farm Jam 2025] – Solo / One Month
Most Innovative Game Award Falmouth Expo 2024 '*Robros*'
BAFTA Young Game Design Finalist Game Concept Award 2022 – '*Escape the Engines*'