Ellie Smith

Game Developer

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"A game developer with experience leading multi-disciplinary teams from concept to delivery. I'm a keen problem solver whether it's resolving team issues or resolving bugs and UX issues. I'm also extremely goal driven, which has enabled me to achieve top marks in my academic projects and has allowed me to cultivate a dependable reputation among my colleagues."

Education

Currently: Falmouth University [2023 - current]
Year 3 BA(Hons) Game Development: Design

Callywith College Bodmin, Cornwall [2021 -2023]
Lvl 3 Extended Diploma: Games, Animation and VFX skills
Grade: Distinction

Lloyds Pharmacy Bridgwater, Somerset [2021]
Lvl 2: Counter Intelligence Pharmacy Assistance Course
Dispensary and Over the Counter

Haygrove School Bridgwater, Somerset [2016 - 2021]
9 GCSEs at grades 4-9

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

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

Dispensary Assistant
Lloyds Pharmacy: 04/2020 - 07/2021
- Answering the phone and liasing with other medical proffesionals such as doctors, nurses, hospitals, pharmacists
- Rigorous and accurate checking to provide correct dosages and to maintain customer confidentiality

Experience

09/2026 - current, Systems Designer, Escargo Games [Who's Steering This Thing?] [Unity]

- **Implimented Systems:** Developed 3 iterations of a board game to prototype features / implimented steering system / implimented planet orbitting system / Implimented alarm system with different hazard dependant behaviours
- **UX Improvements:** Improved ship movement through smoothing / created and implimented object animations and VFX for better interaction feedback
- Lead QA research and developed plans to resolve bugs and issues with UX for example controls feeling frustrating to use and players missing key UI information, which was resolved through level changes and iterative changes to how the collisions work

09/2024 - 06/2025, Lead Designer, Picasso Moth Games [Insequity] [UE5]

- **Implimented Systems:** Developed a board game to illustrate vision of the game to the team and playtest early mechanics / Impliment 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:** Successfully managed the level pipeline from start to finish across all 5 levels, which included monster / player interactions in all as well as camera and input changes for cinematic horror effects

11/2023 - 06/2024, Gameplay Developer, RN16 [Robros] [Unity]

- **Systems Design:** Created a GDD for gameplay features and cross-matrix to analyse possible player / system interactions
- **UI Implimentation:** Developed multiple iterations of the 2 player split-screen robotic interface and implimented it in engine
- **UX design:** Created VFX / audio to add more impact to player actions i.e. enemy explosions / VFX and audio for game states

Skills

- Unreal Engine 5
- C# scripting / Unity
- Figma
- Adobe suite
- Trenchbroom
- Agile Methodologies: Sprint planning, Scrum meetings, Sprint Reviews
- Sprint planning / project management
- Trello
- Pitching
- Project Planning
- Github / Fork
- Microsoft Office
- Documentation
- Problem solving
- QA testing

Game Jams / Achievments

Falmouth Dragons Den Finalist [2026]
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*'