

Glenn Smits

Game Interaction Designer - Motion Capture Technician



Address: Flierstraat 39, 4812 LC, Breda, Netherlands
Phone: (+31) 06 2909 3246
Email: glennsmits@hotmail.nl
Date of Birth: June 12th 1996
Nationality: Dutch
Portfolio site: www.glennsmits.com

PROFILE

- Professional, communicative and dedicated, described as hard worker and excellent team member by peers.
- Proactive in seeking and implementing feedback with a focus on self-reflection and self-improvement.
- Experience in leading roles in projects with teams of up to 35 people.
- Focused and collaborative on creating, describing and maintaining a project's vision and goal.
- Hobbies: Boxing, Magic: The Gathering, Novels & Comics, Shooter games, Racing games, Action/Adventure games

EDUCATION

NHTV University of Applied Sciences

Sept. 2015 – June 2019

B Creative Media and Game Technologies

- Propaedeutic Certificate (2016)
- Cum Laude Bachelor of Science (2019)

Fontys University of Applied Sciences

Sept. 2013– July 2015

B HBO/ICT & Business English Stream

- Propaedeutic Certificate (2015)

D'Oultremontcollege Drunen

Sept. 2008– July 2013

- HAVO Diploma NT stream (2013)

PROJECT EXPERIENCE

September 2018 – Ongoing

Age of Wonders : Planetfall Triumph Studios / Paradox Interactive (publisher)

Strategy Game and Map Design

- Random Map Generation template design.
- Ability, hero character and DLC content design and implementation.
- Collection and implementation of gameplay feedback and balancing.
- Narrative writing design and implementation.

September 2017 – July 2018

The Survivors NHTV Breda / Autotelic Design (client)

Lead Gameplay Design – Combat Design

- Leading a team of up to 20 gameplay designers, programmers and artists.
- Plan, organize and present delivery dates and client progress updates.
- Prototype building, USP and vision crafting during pre-production
- Design and balance combat mechanics including weapons, movement and utilities.

May 2017 – June 2017

The Key Tax NHTV Breda / Copper Stone Sea (client)

Lead Design – UX Design – Puzzle design

- Leading a team of 5 designers within a team of 16 developers.
- Design and implement menu and user feedback.
- Design and develop 3 puzzle levels through the difficulty curve of various mechanics.
- Finalize development and prepare press kit for IGF submission and release

SOFTWARE SKILLS



Creator Engine (Custom Engine)
(Advanced)



Unreal Engine 4
(Advanced)



Unity 3D Engine
(Advanced)



Construct 2 Engine
(Intermediate)



Perforce P4V Helix Client
(Advanced)



Autodesk MotionBuilder
(Intermediate)



Xsens MVN Studio
(Intermediate)



GIMP Image Manipulation
(Intermediate)

SKILLS AND EXPERIENCE

Game Design

- Multiplayer / Single-player
- Strategy Map & Content Design
- UX Design
- Combat Design
- Puzzle Design
- Prototyping & Concepting
- Documentation
- Playtesting & Iteration

Computer Skills

- Creator Engine
- C#
- Unreal Blueprint
- HTML, PHP, CSS
- MySQL
- MS Office & Access
- Oracle Database
- Perforce, GitHub, TortoiseSVN

Soft Skills & Languages

- Dutch (Native)
- English (Professional)
- Presenting
- Team leadership
- Finalizing game projects
- Quo Vadis 2018 Volunteer
- IGDA @ GDC 2019 Volunteer
- Devcom 2019 Volunteer