Glenn Smits

Game Interaction Designer - Motion Capture Technician

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Date of Birth:	*June 12th 1996*
Nationality:	*Dutch*
Portfolio site:	www.glennsmits.com

EDUCATION

NHTV University of Applied Sciences

Sept. 2015 – 2019

B Creative Media and Game Technologies

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

Fontys University of Applied Sciences

Sept. 2013– Jul. 2015

B HBO/ICT & Business English Stream

- Propaedeutic Certificate (2015)

D'Oultremontcollege Drunen

Sept. 2008– Jul. 2013

- HAVO Diploma NT stream (2013)

SOFTWARE SKILLS

Creator Engine (Custom Engine) (Advanced)

Unreal Engine 4 & 5 (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)

PROFILE

- 4+ years of experience as game designer on various shipped titles.
- Experience in various roles in projects with teams of up to 40 people.
- Proactive in seeking and implementing feedback with a focus on self-reflection and self- improvement.
- Focussed and collaborative on creating, describing and maintaining a project's vision.
- Volunteered for: Devcom 2019, IGDA @ GDC 2019, Quo Vadis 2018.
- Hobbies: Video games of all genres, board/card games, boxing, miniature painting, concerts, novels & comics.

PROJECT EXPERIENCE

September 2022 - Ongoing

Superfuse *Stitch Heads Entertainment / Raw Fury (publisher)*

Content Design and Balancing

- Iteration and balancing of loot drop rates and vendor systems (quests, potions, crafting, item costs).
- Balancing and implementation of character talent trees, abilities and enemy stats.
- Playtesting and feedback implementation on an early access title.
- Joined development further in development on a new IP.

November 2020 – August 2022

Age of Wonders 4 *Triumph Studios / Paradox Interactive (publisher)*

Strategy Game and Economy Design

- Design, implementation, balancing and iteration of game wide economy systems.
- Spells, units and strategic structure design and implementation.
- Joined full development cycle from early stages of production.
- Iteration and improvement of gameplay features for an existing IP.

September 2018 – November 2020

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

Strategy Game and Map Design

- Collection and implementation of gameplay feedback and balancing.
- Ability, hero character and DLC content design and implementation.
- Random Map Generation template design.
- Design and implementation of new gameplay features such as the Invasion and Grail DLC systems.

Older Projects: **The Survivors, The Key Tax**
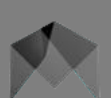
SKILLS AND EXPERIENCE

Game Design

- Economy Design & Balancing
- Multiplayer / Single-player
- Strategic Map / Level Design
- Combat / Puzzle Design
- UI/UX Design
- Prototyping & Concepting
- Documentation
- Playtesting & Iteration

Computer Skills

- Creator Engine
- C# (Unity & Visual Basic)
- 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