

Dean Smith

Skill-set, Mind-set & Technical Design

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ABBOTSGATE
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About me

I understand the workflow it requires to keep my work optimal, surpass what is expected, and ensure my personal goals are seen through. I thrive in 3D interaction for emotional experience. As an academic, I am able to make practical use of theoretical concepts that I can deliver to a first class level.

My work is personal to me, and my delivery will exceed your expectations.

Technical

- Java, C++, C#
- MEL Script & Tech Animation
- Unity, Unreal, XNA
- Web Authoring, HTML, CSS
- Networks

Graphics

- WebGL
- 3D (Maya & LightWave)
- Image Editing (Adobe)
- User Interfaces
- Principles of Animation
- Concept Art & Logo Work

Design

- HCI & Interaction Design
- Usability & UX
- Game Design (Specialised)
- Serious Games
- Procedural Content
- Emergence, AI, Narrative

Education

MSc Human Computer Interaction - The University of St Andrews (2015 - 2016)

Master of Science

BSc (Hons) Interactive Systems & Videogames Design - The University of Bradford (2012 - 2015)

Classification: First Class Honours

BTEC National Diploma in Game Development - Burton & South Derbyshire College (2009 - 2011)

Grade: DDD (Triple distinction)

BTEC National Award in ICT Practitioners - Tamworth & Lichfield College (2007 - 2009)

Grade: P (Pass)

Awards

The Peter Molyneux Award - University of Bradford (2015) Achieved a plaque for creative excellence within a videogame design project.

Top Student Prize - University of Bradford (2014) Achieved a plaque in recognition of highest achievement for my year group during second stage studies.

Skillset Showcase Representative - University of Bradford (2014) Represented the University of Bradford for exemplary student work in London, as part of the Skillset Tick Talent Showcase.

Creative Achievement for the BAHSS Logo Design - BAHSS (2014) Designed and developed the main logo of the Biomedical & Health Care Science Society at the University of Bradford.

Burton College Animator of the Year - Burton & South Derbyshire College (2011) Received an award for exceeding the required criteria substantially in the creation of an animation short.

Employment History

Intouch Games, Birmingham - Unity Programmer (March 2017 - Present) Engine logic, mechanics, and animation within the Unity game engine.

University of Bradford - Technical Demonstrator (2014 - 2015) Aiding students in the understanding of scripted animation in Autodesk Maya using MEL Script.

Yates' Wine Lodge - Bar Staff (2003 - 2005) Working on a team managed bar serving customers, usually involving weekend nights during busy hours. Swift communication was vital.