

Thomas Smith – Designer

Date of birth: November 17th 1986

Email: allthere@gmail.com
Website: www.iamerror.co.uk

Skills and Qualities

- Documentation creation/maintenance
- Creative
- Good team player and communicator
- An eye for detail
- Eager to learn
- Hard working
- Lifelong passion for gaming including extensive knowledge of games new and old
- Able to analyse concepts and works in progress and provide constructive criticism where needed

Software Experience

- Proprietary Eurocom creation software
- Hammer Editor (Source Engine)
- Unreal Editor (2 and 3)
- 3D Studio Max
- Maya
- Multimedia Fusion (2d Games/prototyping)
- Photoshop
- Little Big Planet
- Hansoft project management tool
- Microsoft Office & Visio

Education/Awards/Current Employment

- **Designer** – Eurocom Developments (November 2009 – Present): *Worked on **Disney Universe** from preproduction to completion including 2 of the 3 post-launch **DLC packs**.*
 - In charge of a team of two on a game World consisting of 9 levels, also responsible for additional design on other levels throughout production.
 - Took part in various creative discussions and liaised with other departments where necessary.
 - Created whiterooms to test level mechanics, created designer assets/animations where necessary.
- **Video Editor** - The Cotswold Group (May 2009 – November 2009)
- **BSc Hons Computer Games Design** - Staffordshire University (2005 – 2008): *First Class Honours.*
- **Digitalented Game Design Competition** - Staffordshire University (June 2008): *Awarded First place for both judges choice and popular vote.*
- **BTEC National Diploma for IT Practitioners** - Worcester College of Technology (2003 – 2005): *Triple Distinction.*
- **GCSEs** – Hanley Castle High School (2003): *Various ranging from A-C*

Interests

- Playing Videogames across all formats and experiencing the best niche and mass-market games both retro and new.
- Especially interested in innovative new gaming ideas, as well as refinements of older genres (for example Super Mario Galaxy, Resident Evil series, Metroid series, Assassins Creed series, Zelda series, Metal Gear series, Portal series).
- The Videogame industry.
- Spending time with family and friends, eating out/going to the cinema/day trips.
- Japanese Culture – Gradually learning Japanese in my spare time, have visited the country previously.
- Movies/TV shows, personal favourite: “Lost”.