

Jem Smith

Game Developer, Digital Artist & Programmer

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Location	Cape Town, South Africa	D.O.B.	September 15 th , 1984

Profile

I am an enthusiastic and hard-working game developer with a love of all things creative and interactive. I am self-taught in programming, game design, 3D art, animation, and web development. I have a great interest in learning new skills in support of whatever game or art projects I pursue, and pride myself on my ability to build efficient systems while managing my time well.

I have found that I get along well with others in a working environment, and enjoy peoples' company. With an academic background in film, I have also developed a love of storytelling and narrative theory. I am also interested by the interactivity and social connectivity of the web.

My interests include gaming, animation, live music, film, and theatre. Location and weather permitting, I like to cycle (road and mountain) and surf (when feeling brave).

Principal skills: Programming, game development, 3D modelling and animation, 2D art and texturing, game design, web development, project management

Applications/IDEs: Unity 3D, 3DS Max, Photoshop, Illustrator, FlashDevelop, Netbeans

Programming languages: C#, ActionScript 3, Java, MySQL, HTML & CSS

Educational Qualifications

[2004 – 2006] The University of Cape Town, Cape Town, South Africa

B.A. in Film and Media Production completed full-time (Upper 2nd awarded).

Majors included Film Studies and Media Studies, with additional English Literature courses. I was awarded the class medal for the animated short *Rebirth* (my final year project), in the Interactive Media production programme.

[Mid 2001 – 2002] Damelin College, Cape Town, South Africa

Full Matric Exemption with Merit (A Level Equivalent) - 6 Subjects

[1998 – Mid 2001] Westerford High School, Cape Town, South Africa

Work Experience

[2010 – Present] Worked on numerous personal game development projects and game jams

This includes Silhouette, an indie game I am developing that was selected for exhibition, as part of the Leftfield Collection at the Rezzed gaming show in the UK.

www.manikingames.com/silhouette

www.eurogamer.net/articles/2013-05-24-rezzed-2013-leftfield-collection-line-up-unveiled

[Mar 2009 – Present] Intellicard/SystemSmiths, Cape Town

Currently working as a Java developer building cloud-based web applications. These include a student financing management system (Intellicard) and a time and billing system for accountants (SystemSmiths).

Responsibilities:

- Developing back-end system functionality using Java, MySQL and Hibernate
- Designing and building frontend web interfaces using HTML, CSS and ZK
- Meeting and corresponding with potential clients and business partners

[Aug 2008 – Jan 2009] Creative Virtual, London (working from Cape Town)

Worked as a junior 'author', creating dialogs and responses for online Virtual Assistants (chat bots).

Responsibilities:

- Conditioning for user inputs, coding bot logic, and planning for and predicting user interactions.
- Preparing client documents in *Excel* and *Word*, including statistics reports and conversation logs.
- Administration, emails, and scheduling.
- Communication with clients via conference calls and emails.

[Jan – Apr 2008] SystemSmiths, Cape Town

Designed and built the company website.

Responsibilities:

- Designing and laying out web page elements in Photoshop
- Building site with HTML
- Designing logos in Photoshop

[2007 – 2008] Worked and travelled in the UK

[Sep – Nov 2006] Christopher Moolenschot (freelance work), Cape Town

Produced artwork and animation for a World-War 2-themed mobile game, called *MiniBattle*. This game was the main component of Moolenschot's final computer science honours project at the University of Cape Town.

Responsibilities:

- Creating animated 2D sprites, pre-rendered from models made in 3DS Max
- Editing and optimising sprites in Photoshop
- Creating larger, pre-rendered elements for a promotional poster
- Working within the technical confines of mobile game dev, in terms of memory use and screen resolution

References available on request