SMITH MOESSINGER

GAME DESIGNER

/ CONTACT DETAILS

Los Angeles, California 90028

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/ COMPETENCIES

>> Design Skills

> Systems, Content, and Narrative Design
> Playtesting & Iterative Design
> Wireframing

>> Languages & Software

> C#, C++, Python, Lua
> Unity, Unreal Engine, TIC 80
> Perforce, GitHub, Confluence, Jira
> Maya, Photoshop, Substance Designer

/ WORK EXPERIENCE

>> Live Ops Manager

Scopely | 2022 to present
Designs, tests, and implements features and events on WWE Champions.

>> Game Designer

A2B2 Studios | 2019 to 2022
Designed and developed gameplay mechanics, narrative content, 3D assets, and level blockouts for experimental sci-fi games, music games, and ARGs.

>> Student Worker

Art Center College of Design | 2020 to 2021
- Director of Student Solutions - Student Government
- Orientation Leader - Game Design Representative
- Teaching Assistant - Advanced Game Narrative

>> Game Design Intern

Singleton Foundation | Summer 2019
Worked on brand development, logo development, playtesting, gameplay design feedback, and market research for a financial education game.

/ EDUCATION

>> Art Center College of Design

BS Game and Interactive Media Design | Currently enrolled
> Student Government - Director of Student Solutions
> President of the Game Design Club
> Department Representative on Diversity Taskforce

>> Lone Star College

AA Computer Science | Class of 2016
> Coursework in Animation, Digital Imaging, and Computer Science
> Received Deans List Academic Achieve Award

/ OTHER EXPERIENCE

> Industry Mentor - Rose Valley Game Jam
> Student Mentor - ArtCenter Game Jam
> Judge - Games For Change: Student Challenge
> Committee Organizer for Antiracist Classroom, Altadena Tenants Union, and various other political organizations
> Teaching Volunteer in Osaka and Tokyo, Japan