RYAN F. SMITH

GAME DEVELOPER | DESIGN & TECHNICAL ART | UNREAL ENGINE 5

Great Falls, VA (open to remote & relocation) | 571.455.6450 | ryanfsmith99@gmail.com
smithgamedesign.com | linkedin.com/in/rsmith-games | Fire Isle on Steam

SKILLS

Design: Game design documents (GDDs), rapid prototyping
Engines & Scripting: Unreal Engine 5, Blueprints, C++, Unity, C#
Art Tools: Substance Painter, Maya, 3ds Max, Blender, Photoshop, Krita, Adobe Creative Cloud
Audio & Production: Wwise, FL Studio, Adobe Audition, Perforce, Git, Jira, Steamworks, Microsoft Office

EXPERIENCE

Fire Isle | Self-published on Steam, Oct 2026 — Jan 2024 – Present
Solo Developer | Turn-based strategy party game for 1–4 players | Unreal Engine 5

- Designed and scripted nearly all gameplay in Blueprints: 6 classes with unique abilities, 100+ cards, consumable items, and AI bots with selectable difficulty.
- Balanced classes, cards, and the in-match economy, and designed a progression loop where match rewards buy cosmetics that other players can see.
- Built a procedural hex-grid island generator that assembles a new map every match from terrain types with distinct gameplay rules.
- Authored custom materials and shaders in the Material Editor that define the game's stylized look.
- Implemented online multiplayer through Steam: lobbies with custom rules, match browsing, invites, achievements, and open seats filled by other players or bots.
- Recruited, managed, and art-directed 2 volunteer GMU artists creating original UI art.
- Negotiated a licensing deal with musician Leon Chang for 10 tracks used in-game and in advertising.
- Produced trailers and marketing materials for launch and social media.
- Ran a closed beta with dozens of GMU graduates and friends to find bugs and gather feedback, then released a free demo ahead of launch.
- Starting March 2026, used Claude and Codex to speed up engine backports, optimization, and added features (cosmetics shop, mid-match saves); used AI to localize into 15 languages.

Loric Games | Echoes of Elysium (Unity), Arlington, VA (Hybrid) — Feb 2025 – Oct 2025
Junior Designer (May – Oct 2025) | UI/UX Design Intern (Feb – May 2025) | Full-time contract

- Redesigned points of interest (POIs) in this airship survival RPG to be more engaging and rewarding.
- Took on sound design for the small team, creating and implementing 100+ sound effects.
- Designed and implemented in-game menus (main menu, help menu).
- Tested UI workflows and screened out ones that were incompatible with the project or too time-costly.

Bethesda Game Studios (ZeniMax Media) | Rockville, MD (Remote) — Jun 2021 – Aug 2021
QA Tester, Paid Internship | Fallout 76

- Logged bugs in Jira on a large QA team and escalated high-priority issues to leads.

UNIVERSITY PROJECTS

- **Atonement** (Arabian-fantasy first-person RPG and action-adventure platformer, Unreal Engine 5, 6-person team): Lead Environment Artist, Lead Sound Designer, Level Designer, and Producer. Designed all environment art, and designed and built the final Water Temple level from 3ds Max models, in-engine tools, and Blueprints, covering set pieces, lighting, ocean, waterfalls, landscapes, textures, VFX, and cutscenes. Collaborated on the story and design documentation, kept production organized, and composed all in-game music.
- **Desert Knight** (Unity HDRP, solo, 1 week): turned a 3D model showcase into a hero's-journey adventure, designing and building its levels from original models and store assets, setting up lighting and skyboxes, and programming the character controller, combat, enemies, NPC dialogue, UI, and VFX in C#.
- **Earlier projects:** sound designer on Mason Mayhem (Unity), Return of the Durge (Unity), and Asteroids TD (Construct 3); solo developer of Aeros (Construct 3) and Sprite Dungeon (C++, no engine).

EDUCATION

George Mason University | Fairfax, VA — Dec 2023
B.F.A. in Computer Game Design | Transferred from University of Colorado Boulder (2018 – 2020)

LEADERSHIP & COMMUNITY

- **Wolf Trap Green Summer Camp** (2020): co-founded and managed a two-month outdoor camp for dozens of local kids when COVID-19 closed most camps, planning games, hikes, and outings.
- **Cape Ivy:** pledged 10% of Fire Isle's earnings to this 501(c)(3) nonprofit supporting kids in hospitals.