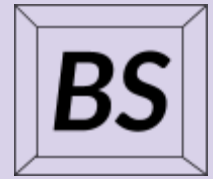


Blake Smith

Producer



www.christopherblakesmith.com  /c-blake-smith  501.259.4941  naobsmith@gmail.com

Hard Skills: C#, Unity, Unreal, HacknPlan, Scrum, Perforce, Google Products, Microsoft Office

Soft Skills: Public Speaking, Project Management, Talent Assessment, Teamwork, Scheduling

Academic & Personal Projects

Producer

April 2018 - Present

Night Heist | *A 3D networked multiplayer game in which two teams of two are tasked with either stealing an item or protecting it*

- Managing and recruiting for a team of 6 designers, 6 programmers, 10 artists, and 4 sound designers
- Using HacknPlan to track project production to establish and maintain the project's timeline expectations
- Working with smaller teams within the project to produce alternative game modes for replayability
- Coordinating communication between faculty and team to ensure executive approval

Solo Developer

July 2018

Color Wheel | *A puzzle-platformer where the player must change their avatar's color to advance through the levels*

- Created the entire game with Unity 2018 using C# to learn the engine
- Designed puzzles based around character color through prototyping to create more dynamic levels
- Implemented FMOD Studios into Unity to allow for a more unique audio experience

Producer

September 2017 - July 2018

Juice Bowl Jamboree | *A 3D arena brawler where the player had to fight through three rounds of a boss fight with a changing arena*

- Oversaw team restructuring through one-on-one meetings to highlight individual strengths
- Scheduled time for the team to learn Unreal to decrease the risk of bottlenecking
- Completed the project with the most complete game cycle of 22 game teams

Professional Experience

Manager on Duty

August 2016 - Present

The Guilt Trip

- Ensured customer satisfaction by actively engaging guests in face-to-face communication
- Trained cross-discipline on all front of house positions for ~ 15 people
- Run day-to-day operations such as opening and closing the business
- Review end of day paperwork to make sure all finances are accounted for

Lead Teacher

May 2017 - August 2017

ProjectFUN

- Developed introductory curriculum for a high school course on music and sound design for games
- Trained a team of 3 teachers and 7 teaching assistants
- Managed classrooms with class sizes ranging from 12 to 33 people

Education

Bachelor of Arts in Music and Sound Design

Expected May 2020

DigiPen Institute of Technology

Bachelor of Arts in Music

May 2015

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Producer



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Arkansas Tech University