

CONTACT

- www.heathsmith.net
- heath.smith@gmail.com
- [linkedin.com/in/heathsmith](https://www.linkedin.com/in/heathsmith)
- (+61) 481 754 554
- Melbourne, Australia
- he/him

VALUES

- Leadership
- Integrity
- Independence
- Authenticity
- Security
- Health

MAJOR SKILLS

- Leadership & Mentorship
- Vision setting
- Clear & vibrant Communication
- Single-Player Design
- Immersive Design
- Rational Design
- Systems Design
- Combat Design
- Puzzle Design
- Level Scripting
- User Research Analysis
- Agile

ADDITIONAL SKILLS

- Management & Direction
- Level Building
- Meta-game/Economy Design

HEATH SMITH

SENIOR LEAD GAME DESIGNER

I am a AAA Game Designer with 17+ years' experience in the video games industry at some of the top studios in North America and Australia.

My passions are leadership, mentoring and immersive design.

As a leader, my strong communication, collaboration, and mentoring skills ensure features are embraced by all departments and designers become the best they can be. My joy is helping to define a vision, share it, empowering the team to make it better – and celebrating when they do.

As a designer, I am always striving for excellence in four core areas – the *creativity* to look beyond cliché but keep the audience in mind, *immersion* in the player experience, excellent *communication*, and the *attention to detail* to see features through to the end.

I also find great satisfaction in helping others to define and clarify their vision via my consulting work.

I strongly believe in passionate, collaborative discourse and checking ego at the door to make the best games possible.

EXPERIENCE

SLEDGEHAMMER GAMES (2020-2024)

LEAD LEVEL DESIGNER COD: MWIII

Mar 2022- Feb 2024

Lead LD on 'Operation 627' managing 4 LDs. Concept to ship on first SP level of MW sequel, noted as campaign highlight.

SENIOR LEVEL DESIGNER (LEVEL LEAD) COD: VANGUARD

Jul 2020 - Mar 2022

Lead Level Designer on 'Lady Nightingale' mission. Built and mentored LD team while delivering equal-highest rated SP level.

EDUCATION

LA TROBE BENDIGO (2019)

- Accelerator Program, Business Admin and Management.

AIE MELBOURNE (2006)

- Adv. Dip. Professional Game Development (Software Development major).

RMIT MELBOURNE (1997-2000)

- BA Applied Science (Software Eng.)

HONORS/AWARDS

2011 Beenox Recruit of the year

LANGUAGES

- English (Native/Bilingual)
- French (Limited Working)

CG SPECTRUM (2020-PRESENT)

COURSE MENTOR GAME DESIGN

Jan 2020 - Present

Mentoring students worldwide in design hard and soft skills.

HEATH SMITH DESIGN CONSULTING (2019-PRESENT)

FOUNDER/DIRECTOR CONSULTING SERVICES

Apr 2019 - Present

Full cycle consulting services. Clients include Mighty Serious (Japara Way project), True Crime Games (Eastern Market Murder), and GoGallop Studios (Equestriad World Tour).

EIDOS MONTREAL (2013-2019)

LEAD GAME DESIGNER SHADOW OF THE TOMB RAIDER

Jan 2016 – Mar 2019

Lead Systems Designer mentoring team of up to 6 designers. Completed stealth loop (allow disappear), jungle 'fear' fantasy. Extensive promotional duties.

SENIOR GAME DESIGNER SHADOW OF THE TOMB RAIDER

Apr 2015 – Dec 2015

Defining vision and prototyping 'Living History' features (NPCs).

SENIOR LEVEL DESIGNER RISE OF THE TOMB RAIDER

Nov 2013 – Mar 2015

Lead team to 'put the tombs back into Tomb Raider'. Challenge tombs called out as major highlight, many put onto main path to deliver core player fantasy.

SQUARE-ENIX MONTREAL (2013)

SENIOR GAME DESIGNER INCUBATION TEAM

Jun 2013 – Oct 2013

Prototyping and pitching to discover meaning of 'AAA on tablet'.

SENIOR GAME DESIGNER HITMAN RE-IMAGINING

Jan 2013 – Mar 2013

3Cs and CQC vision-setting and prototypes.

BEENOX (2011-2012)

SENIOR GAME DESIGNER THE AMAZING SPIDER-MAN

Feb 2011 – Nov 2012

Led cross-discipline team to define melee and stealth combat.

REFERENCES

Greg Palstra (Studio Head)

- greg.palstra@activision.com
- +61 414 411 788

Alayna Cole (Production/Diversity)

- alayna.cole@activision.com
- +61 437 014 423

Nathan Thomas (Manager)

- nathan.thomas@activision.com
- +61 478 596 190

Paul Motion (Development Director)

- paul.motion@activision.com
- +61 412 514 301

Patrick Stoddart (Level Design)

- patrick.stoddart18@gmail.com
- +61 418 737 666

Iain Heap (Level Design)

- iainjohnheap@gmail.com
- +61 415 616 527

TRICKSTAR GAMES (2019-2010)

LEAD GAME DESIGNER INTERNATIONAL CRICKET 2010
Nov 2009 – Aug 2010

Concept to completion for well-received sequel. Designed, prototyped, and delivered revolutionary 'behind player' view.

TRANSMISSION GAMES (2006-2009)

LEAD GAME DESIGNER ASHES CRICKET 2019
Apr 2008 – Oct 2009

First Lead role. Got team and project back on-track.

GAME/LEVEL DESIGNER VARIOUS
Jul 2006 – Mar 2008

'Sin City' – Level Design (Documentation).
'Heroes Of The Pacific Wii' – Prototyping motion controls.
'Heroes Of The Pacific PSP' – Level Design (Scripting).

GAMEPLAY PROGRAMMER HEATSEEKER PSP
Nov 2006 – Mar 2007

IBM GLOBAL SERVICES (2001-2006)

BUSINESS ANALYST RACV CORNERSTONE
PROGRAMMER/DEVELOPER TELSTRA
Feb 2001 – Jan 2006

Previous life as a web application developer.

AST CONSULTING (1999-2000)

TECHNICAL SUPPORT VARIOUS
Jan 1999 – Feb 2000

First job as a network admin / IT support.