Oliver V. Smith
Senior Unity Developer

Details

Founded an Indie studio in Scotland which successfully delivered several client projects of varying scale before developing and releasing a Genre Blending Medieval Fantasy City Builder: "Distant Kingdoms".

Strong C# Programming Skills, a well rounded Game Design education and a background in Theatre and Film, combine together to deliver ambitious projects with passion and excellence.

Employment History

Studio Director, Orthrus Studios, Dundee
JANUARY 2017 - AUGUST 2021

Founded the company in early 2017 with a focus to bring the "AA" market back to games. Built a team of excellent developers. Sought out and delivered contracts for commercial and third-sector clients. These titles include "The Legacy", "Swipe: The Big Data Show", "Wiggeldi" and "Atomic Architects".

Secured funding through multiple rounds for our own IP "Distant Kingdoms".

• Worked within the Programming team on "Heavy Lifting"/Infrastructure tasks

• Created numerous Editor tools for daily use by the Design, Art and Programming teams

• Created and Iterated upon Design Concepts

• Managed external relations with Clients/Publisher

Technical Advisor, Raddery Diskmark, Inverness
DECEMBER 2012 - AUGUST 2016

Raddery Diskmark provided bespoke IT Solutions to Endurance Horse Racing events.

A varied role, providing programming and hardware design support as well as managing events as on-site staff in Abu Dhabi, Dubai, Across the UK, Kentucky (USA), France, Spain and Bahrain.

• Developed the Event Management system using VB and Microsoft Access Database. Later converting it to a C#/.NET system with a MYSQL backend and a user friendly Tablet interface.

Education

BA(Hons) 1st Class : Game Design and Production Management, University of Abertay Dundee
SEPTEMBER 2013 - MAY 2017

Tasked with leading a multi-disciplinary team of peers in Third Year, worked for an external third-sector client, the Andrew Carnegie (of Steel, Railroad and Carnegie Hall fame) Birthplace Museum, to create an educational game. During the following Summer, and then later at Orthrus Studios, was contracted to continue development of the project. It is now used by over a thousand secondary school students every year and integrated into the curriculum.

Research into the use of Modding and UGC tools within education and how they can be used to teach Game Design concepts was conducted for Oliver's Honours Project. As part of this, a Unity Package to aid in the creation of simple mods for a game a peer was building, was created.

References
Available Upon Request

Contact

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Nationality
Scottish/British

Links

in /OliverVSmith

🐦 @OliverVSmith

Skills

Unity (7+ Years)

C# (7+ Years)

Python (3+ Years)

MySQL (4+ Years)

Jenkins (2 Years)

iOS & XCode (4+ Years)

Android (4+ Years)

Adaptability

Communication Skills

Ability to Work Under Pressure

Initiative and Problem-solving Ability

Fast Learner

1x PC "AA" Title Shipped

4x Mobile Titles Shipped

Hobbies

Avid Theatre Goer (Musicals in particular),
Supporting the Highland Wildlife Park (Member of RZSS),
Dog Lover,
Singing,
Sci Fi,
Fantasy,
Modding,
Building Lego,
Attempting to Cook,
Playing Strategy/4X and Builder Games (Both Digital and Physical),
Travelling,
Short Films (BAFTA Nominated),