

# Ethan Smith

## Game Design & Development Student

### About me

Passionate, dedicated and goal-oriented coder, specializing in electronic game design and development. Bringing experience and commitment to positively impact personal and team success, having worked within a team, created a portfolio website, thriving project management, and high functioning game design.

### Contact Info

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- <https://www.lichenlight-studios.co.uk/>
- Winchester, Hampshire, U.K.

### Education/Experience

2023 - Present

Winchester University, U.K.

- Bsc. (Hons.) Computer Games Design & Development Class of 2026
- Cayman Islands Government eGovernment Intern - June to August 2025

2019 - 2023

Grace Christian Academy, Cayman Islands

- High School graduate
- Salutatorian honors
- Special Olympics Coach
- Robotics Team Leader

### Skills

- Graphic Design
- Programming
- Time Management
- Animation
- Problem Solving
- Game Design
- Level Design
- Adobe Photoshop
- Coding - html, css, Java Script & C#
- 3D modelling
- Social Media
- Video Editing
- Pixel Art

### Practical Experience

#### Team & Project Planning

- Evaluated personal output in relation to the needs of the client, team, and the project
- Planned projects and mapped tasks to account for innovation and viable digital design concepts
- Managed client projects through planning, scheduling, meetings, and team coordination

#### Design & Development Principles

- Developed sustainable arcade style web-based game design using C#
- Created portfolio website in html, using css and Java Script
- Produced digital media artefacts
- Troubleshoot site structure and wireframing to test structure
- Applied Agile software development practices to build software through iterative cycles, continuous feedback, and rapid prototyping