



SMITH MOESSINGER

GAME DESIGNER

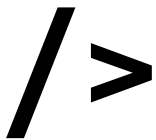
/ COMPETENCIES

>> Design Skills

- > Systems and Content Design
- > Playtesting & Iterative Design
- > Wireframing

>> Languages & Software

- > C#, C++, Papyrus, Python, Lua
- > Unity, Unreal Engine, Creation Kit
- > Perforce, GitHub, Confluence, Jira
- > Maya, Photoshop, Substance Designer



/ CONTACT DETAILS

Los Angeles, California 90026

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Mobile No. 281-770-8379

/ WORK EXPERIENCE

>> Live Ops Manager

Scopely | 2022 to present

Designs and implements live events and new content on WWE Champions. Uses player behavior data and feedback to make data-driven decisions and optimize the in-game economy, resulting in increased engagement and revenue.

>> Game Designer

Lost Abroad | Spring 2022

Designed and developed core gameplay for Lost Abroad Cafe, where players learn foreign languages while serving customers in a Cafe.

>> Game Designer

A2B2 Studios | 2019 to 2022

Designed and developed music games, ARGs, and an unreleased sci-fi game to drive community engagement around album releases and concerts.

>> Game Design Intern

Singleton Foundation | Summer 2019

Worked on gameplay ideation, brand development, market research, and playtesting for Venture Valley, a financial education game.

/ EDUCATION

>> Art Center College of Design

BS Game and Interactive Media Design | Class of 2022

- > Student Government - Director of Student Solutions
- > President of the Game Design Club
- > Teaching Assistant - Advanced Game Narrative

>> Lone Star College

AA Computer Science | Class of 2016

- > Coursework in Animation, Digital Imaging, and Computer Science
- > Received Deans List Academic Achieve Award

/ OTHER EXPERIENCE

- > Industry Mentor - Rose Valley Game Jam
- > Judge - Games For Change: Student Challenge
- > Committee Organizer for Antiracist Classroom, Altadena Tenants Union, and various other political organizations
- > English Teacher in South Korea and Japan