

Kiefer Smith

Junior Game Designer

Drogheda, Ireland | (086)-3110939 | kiefersmith@outlook.ie | [LinkedIn](#) | <https://kiefer-smith.github.io/KieferSmithDesignStudio/>

Professional Profile

Creative and motivated Junior Game Designer with hands-on experience in Unreal Engine 4 & 5, UI/UX design, and game testing. Skilled in prototyping, debugging, and creating immersive gameplay experiences. Gained professional development experience through multiple internships with Nebula Interactive. Currently developing an original console game, applying level design, user experience, and gameplay balancing principles. Passionate about crafting player-centred experiences and growing within the game development industry.

Key Competencies

Interpersonal Skills

Multitasking, Teamwork, Communication, Design Thinking, Decision Making, Attention to Detail, Problem Solving, Conflict Management, Project Management, Time Management, Passionate, Enthusiastic, Self-Motivated.

Technical Skills

Unreal Engine 4 & 5, User Interface Design, Graphic Design, Figma, Adobe Creative Suite, User Experience Design, Game Testing, Debugging, HTML/CSS/JavaScript, Branding, Typography, WordPress, Web Design.

Professional Experience

Salesperson

Tesco Mobile Ireland | Dec 2023 – Nov 2026

- Developed strong communication and problem-solving skills, assisting diverse customers with tailored solutions.
- Worked efficiently in a high-paced environment requiring multitasking and decision-making.
- Thrived in a fast-paced retail setting, demonstrating multitasking, organisation, and teamwork under pressure.

App Developer / Web Developer Intern

Nebula Interactive | Feb 2022 – Apr 2022

- Contributed to the design and development of a mobile app prototype.
- Assisted in creating wireframes and user flows using Figma.
- Participated in usability testing and debugging of interactive prototypes.

Class Representative

Dundalk Institute of Technology | Sept 2019 – May 2020

- Acted as liaison between students and faculty, promoting teamwork and conflict resolution skills.

Game Tester Intern

Nebula Interactive | Mar 2018 – Apr 2018

- Conducted QA testing and reported gameplay bugs for in-development projects.
- Assisted in early-stage web development and asset integration.

Game Designer / App Tester Intern

Nebula Interactive | Mar 2017 – Apr 2017

- Supported the design team by brainstorming new game mechanics and testing mobile applications for UI/UX improvements.

Qualifications

BA (Hons) in Creative Media

Dundalk Institute of Technology | Sept 2019 – May 2023

QQI Level 6 in Networking

O’Faich Institute of Further Education | Sept 2017 – May 2018

QQI Level 5 in IT, Multimedia & Game Design

O’Faich Institute of Further Education | Sept 2016 – May 2017

Projects

Current Project:

Developing an original console game focused on immersive level design, intuitive UX, and balanced gameplay systems. This game is being made for Xbox.

Hobbies

Passionate about games development and design; regularly builds personal projects to explore new mechanics and systems. Always learning new tools and techniques to stay at the forefront of game design.