

# Leland Macrae Smith



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## Languages:

Python, Java, C#, C++

## Software:

Unreal Engine  
Unity  
Autodesk Maya  
Blender  
Zbrush  
Substance 3D Painter  
GitHub  
Perforce  
Nuke  
Adobe After Effects  
Adobe Premiere  
Adobe Photoshop  
Adobe Illustrator  
Davinci Resolve  
FinalCut Pro  
Microsoft Office

## General:

Game Development  
Virtual Reality  
Digital Compositing  
3D Digital Art Creation  
Video Production  
Live-Stream Production  
Graphic Design

## Games:

Flornauts  
Visions of Recollection  
Zombie Disc Golf  
Icopult  
Blackmoor  
The Incredible Runner  
The Immortal Snail  
Adventures of Space Guy  
Baghead

## References

William "Wink" Winkler  
• [wwinkler@samford.edu](mailto:wwinkler@samford.edu)  
Wheat Bailey  
• [wheatonmbailey@gmail.com](mailto:wheatonmbailey@gmail.com)  
Jessica "Esy" White  
• [esy@kanakuk.com](mailto:esy@kanakuk.com)

## Education

### Samford University Bachelor of Science

Major: Game Design and 3D Animation, Minor: Computer Science  
Magna Cum Laude, University Fellows Program

## Game Development

### Flornauts (Soon to be released on Steam)

- Project Manager, Lead Gameplay Programmer and Physics System Engineer for a third person online and local multiplayer game soon to be released on Steam.

### Zombie Disc Golf

- Solo developed a Virtual Reality physics game with interactive AI enemy system and custom frisbee physics.

### Blackmoor

- Project Manager, Lead Gameplay Programmer, and Movement/Combat Systems Engineer for a pass-n-play topdown strategy game.

### The Incredible Runner

- Solo developed an endless runner concept based off of Pixar's "The Incredibles". Created in Unreal 5.1 with leaderboard implementation utilizing an online MySQL database.

### The Immortal Snail

- Project Manager, Gameplay Programmer, AI Developer, and Level Designer for first person thriller RPG and puzzle adventure.

## Work Experience

### Soul Flare LLC

- **Technical Artist (Present)**
  - Contract Technical Artist for RPG. Created and implemented VFX and procedural animations. Developed sequence memory system for cinematics.

### Kintsugi Interactive

- **Studio Manager (Summer 2023 - Present)**
  - Managed contractors, organized production timeline, and facilitated weekly scrum meetings.
- **Gameplay Engineer and Technical Designer (Spring 2023 - Present)**
  - Developed and implemented interactive gameplay mechanics for "Icopult", a physics based cross-platform game.

### Los Angeles Kings

- **Digital Compositor and Graphics Engineer (2023)**
  - Created 3D marketing content using Maya and After Effects.

### Long Lost Friends Inc.

- **Digital Compositor and Video Editor (2022)**
  - Edited and composited 3D digital assets and visual fx using Nuke.

### Samford University Media Center

- **Step Sing Live Stream Director (2023, 2024)**
  - Created video content and directed live stream for January "Step Sing" show with over 65,000 online viewers world-wide.
- **Assistant Operations Manager (2022-2023)**
  - Managed live stream broadcast team during live productions. Hired and trained new workers. Facilitated event planning for Media Center live stream events.
- **Technical Director (2021 - 2022)**
  - Produced and led live stream broadcast team during live productions. Planned and delegated creation of creative assets. Maintained local server.

### Kanakuk Camps

- **Video Manager/Coach (Summer 2021 - 2022)**
  - Trained and managed team of summer videographers while creating weekly highlight and marketing videos for summer camp.