

STEVEN C. SMITH

674 Campbell Avenue · Los Altos · California 94024

Telephone: (650) 823-6178 · E-mail: scsmith1000@gmail.com · Portfolio: www.geocivitas.com

ARCHITECTURAL DESIGN AND GAMES DESIGNER

Architectural Design / Environment Art / External Development Coordination
Design & Art Team Mentoring

Objective: A creative design leadership position in the planning and designing of game world environments.

Summary: 15 years experience in games and AEC industries. Excellent environment planning skills and proven ability in providing creative and highly authentic architectural environments for games industry AAA projects. Mentoring and developing art and design staff and cross functional experience in design and art disciplines.

EDUCATION

Master of Architecture. School of Architecture and Urban Planning, three year graduate degree program.
University of Wisconsin – Milwaukee, Milwaukee, Wisconsin.

Bachelor of Arts, School of International Affairs.
George Washington University, Washington, District of Columbia.

SKILLS

Experience with Google SketchUp, Adobe Photoshop, Autodesk 3d Max 2012, AutoCAD 2012, Revit Architecture 2012, Unity 3D Editor, MS Word and Power Point software applications.

Secondary language skills: French, intermediate level.

PROFESSIONAL EXPERIENCE

RMA ENGINEERING, Riyadh, Kingdom of Saudi Arabia 2009 - Present
Architectural Designer / Project Manager

- Designed and created the pre development architectural design for a master plan proposal for a 900 residential unit, nine hole golf course, high end residential community project in Jubail, Kingdom of Saudi Arabia, estimated total development cost 160 million US dollar, for client Bloominvest Bank Saudi Arabia, with a built area comprising 425,000 sqm upon an 800,000 sqm site parcel. Designed the pre development architectural layouts for one 300 student international school, one 80 room suite hotel, 10 architectural residential typologies, four mixed use commercial retail spaces, and two community centers.
- Fostered and developed business relations with Saudi real estate and investor client Saudi Rama , and regional operation directors for International Schools group Jubail, ExxonMobil Saudi Arabia, Shell and Total – Saudi Arabia towards the development of residential community projects in Riyadh and Jubail.
- Created conceptual architectural design for an 18,000 sqm, 116 guest room, three star hotel hospitality project, Al-Khobar, estimated construction cost 15 million US dollar, for client Badael General Contracting Est.
- Private invitation design submission for Obhour Palace residential design competition, Jeddah Saudi Arabia, Tuwaiq Real Estate Management & Development Co.
- Directed weekly project meetings with US Army, Office of the Program Manager and Saudi National Guard client representatives for a 1.1 million US dollar 1,500 square meter training facility and office building project for the Saudi National Guard 43rd Mechanized Infantry Battalion training facility, Riyadh.
- Organized and communicated project schedules with clients and subcontractors. Researched and organized material specifications and selections with material suppliers.
- Managed communications and directives with subcontracting company Al Bawani Co. Ltd. and coordinated effective delivery of construction materials and labor supply for training facility project site.
- Coordinated project progress with senior architect and managed subsequent communications with contractors.
- Managed and supervised office team of three architectural technicians and one administrative assistant.

ACADEMY OF ART UNIVERSITY, San Francisco, California 2010 - 2011
Adjunct Faculty Instructor, School of Game Design

- Develop curriculum and guidelines for two undergraduate and two graduate level game design courses.
- Instructed classes of 50 students total in the planning, development and implementation of level design game environments with emphasis upon design functionality and spatial design planning concepts.
- Instructed students in 3d modeling techniques using Google SketchUp and 3ds Max 2011 software applications and organizing game environments in Unity 3D game editor.

ELECTRONIC ARTS INC., Redwood City, California 2007 - 2009
Senior Designer, The Godfather II

- Innovated and created the conceptual design and urban plans for three unique city world environments during a two year product design cycle. Iterated plans and regularly updated art and design teams on progress.
- Innovated and designed more than 100 architectural building typologies, architectural modular components and touchstone landmarks for use in the three city world environments.
- Supervised and coordinated the implementation of detailed urban and architectural white box environments with a team of eight designers and four artists. Mentored and guided designers and artists in the principles of architectural and urban design and the value relationship to the project.
- Spearheaded and organized art production packages for external art development vendor EA Shanghai.

TAKE-TWO INTERACTIVE SOFTWARE, INC., Novato, California 2006 - 2007
Designer, Fantastic Four: Rise of the Silver Surfer

- Created and developed the urban conceptual designs for a New York City and Tokyo virtual world environments.
- Designed and planned virtual world environments within a six month production cycle.
- Innovated a modular geometry component system for use in the development of environments.
- Coordinated level design with art lead and mentored two production artists in the development of the environment geometry and spaces.
- Prepared and organized art guideline packages for an external art development vendor in India.

ELECTRONIC ARTS INC., Redwood City, California 2002 - 2006
Designer, The Godfather The Game (2004 – 2006)

- Created the conceptual design and urban plan for a New York City virtual world environment during a two year product design cycle in consultation with senior producers, creative director and art director.
- Supervised the progress and mentored a team of eight artists and four game designers in the architectural and urban design of five virtual world neighborhoods.
- Organized detailed design packages of key landmark locations and environment geometry for external art development vendor in Korea.

Designer, 007: Everything Or Nothing (2002 – 2003)

- Developed architectural design concepts and created level environments within an 18 month product design cycle.
- Coordinated the design of environments with designers and crafted geometry of environments to a high standard of quality in coordination with the lead texture artist.

ADDITIONAL EXPERIENCE

- **Level Design Consultant**, Tricky Software Inc., Menlo Park, California, 2009.
- **Senior Artist / Design Consultant**, Star Trek Online, Perpetual Entertainment Inc, 2006.
- **Adjunct Faculty Instructor**, Cogswell Polytechnical College, Sunnyvale, California, 2001 – 2002.
- **Modeler**, Litigation Animation, Inc., San Jose, California, 2000 - 2001.
- **Architectural Designer**, RMA Engineering, Riyadh, Kingdom of Saudi Arabia, 1998 - 1999.
- **Architectural Technician**, Strauss Design Group, Brentwood California, 1996 - 1997.
- **Architectural Designer**, RMA Engineering, Riyadh, Kingdom of Saudi Arabia, 1994 - 1995.