



Arran Smedley

CONTACT

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SKILLS

Languages & Scripting

Lua, Python, C#, C++, SQL, HTML

Game Engines

Unity, Unreal Engine, Monogame

Testing & DevOps

Testim, Selenium, GitLab CI/CD, JIRA, Confluence

Systems & Tools

Linux/Unix, OpenGL, Physics Systems

Methodologies

Agile, Scrum, Automation Testing, Version Control (Git)

PROFESSIONAL SUMMARY

Technical Designer / Software Developer

A technically-focused designer with experience in scripting, systems design, and automation testing across AAA game titles. Proven ability to build tools, develop mission systems, and contribute to collaborative game development environments. Passionate about solving problems with clean, scalable code — open to opportunities in both game development and the broader software industry.

WORK HISTORY

Technical Designer

12/2022 - Current

Build A Rocket Boy - Edinburgh

- Promoted from Associate to Technical Designer in May 2023.
- Designed and implemented missions and gameplay systems for two large-scale projects: **Everywhere** and **Mindseye**.
- Used **Lua scripting** and **Unreal Engine** to create interactive mission content and systemic gameplay features.
- Collaborated with cross-functional teams (design, code, art) to streamline development workflows.
- Contributed to debugging, iteration tools, and internal mission scripting frameworks.

Software Tester

05/2021 - 12/2022

The Shopworks - Edinburgh

- Built automated testing pipelines using Testim and **NodeJS**, integrated with **GitLab CI/CD**.
- Developed **Python** and **SQL** scripts to support analytics dashboards and internal reporting.
- Participated in Agile ceremonies, sprint planning, and QA reviews across multi-team product releases.

Software Engineer Intern

06/2020 - 09/2020

Calnex Solutions - Linlithgow

- Created **Python-based** scripts for network testing using internal APIs and the Delphi IDE.
- Conducted automated ABB regression tests for telecom tools.
- Worked within a Scrum team on rapid iteration cycles.

Software Engineer Intern

06/2019 - 09/2019

Viavi Solutions - Newbury

- Contributed to secure geo-location data workflows using **C#**.
- Collaborated with QA and development to resolve high-priority bugs and automate test cases.
- Supported customer deliverables during project deadlines.

EDUCATION

BSc (Hons): Games Development, 06/2021

Edinburgh Napier University - Edinburgh

- Key modules: C#, C++, SQL, Unity, AI Systems, Physics-Based Animation
- Dissertation: Procedural Generation in Game Environments

HNC: Games Development, 06/2018

Edinburgh College - Edinburgh

- Covered object-oriented programming, databases, project management, animation pipelines.

INTERESTS

Gaming, Football, Basketball, Running, Marvel Cinematic Universe, Anime