



Marco Smit

I completed my Bachelor of Computer and Information Sciences in Game Design and Development Degree at the Institution of Education at Vega Pretoria Campus.

My personal dispositions include self-motivation, hardworking, and eager to learn. I take pride in what I am doing and ensure it is always quality work. I take on challenges with enthusiasm and determination and ensure that tasks are completed well before deadlines.

Website: <https://marcosmitportfolio.com/>

LinkedIn: <https://www.linkedin.com/in/marco-smit-900052257/>

1. PERSONAL INFORMATION

SURNAME:	Smit
NAME:	Marco
POSTAL ADDRESS:	36 Farmer's Folly Road Lynnwood Pretoria
RESIDENTIAL ADDRESS:	36 Farmer's Folly Road Lynnwood Pretoria
CONTACT NUMBER:	072 585 4733
IDENTITY NUMBER:	030330 509 6081
E-MAIL:	smitmarco303@gmail.com
DATE OF BIRTH:	30 March 2003
GENDER:	Male
MARITAL STATUS:	Unmarried
NATIONALITY:	South African Citizen
LANGUAGE ABILITY:	English / Afrikaans (Read, Write, Speak)
HEALTH:	Excellent
DRIVERS LICENCE:	Code B
RESIDENCE:	Gauteng, prepared to relocate to Cape Town

2. SECONDARY QUALIFICATION

SCHOOL:	Witbank Technical High School
HIGHEST GRADE:	Matriculated (2 distinctions)
YEAR:	2021
SUBJECTS PASSED:	Afrikaans Home Language English First Additional Language (distinction) Mathematics Life Orientation Computer Applications Technology Engineer Graphical Design (distinction) Information Technology Physical Science

3. TERTIARY QUALIFICATION

INSTITUTION:	Independent Institution of Education Vega Pretoria Campus
BACHELOR'S DEGREE:	Bachelor of Computer and Information Sciences in Game Design and Development

1st YEAR SUBJECTS**PASSED:****2022**

GADE5121	Game Development 1A	85%
GADS5111	Game Design 1A	72%
GART5111	Game Art 1A	71%
PRLD5121	Programming Logic and Design	75%
GADE6122	Game Development 1B	81%
GADS5112	Game Design 1B	72%
GART5112	Game Art 1B	71%
MAPD6112	Mathematical Principles for Developers	81%

2nd YEAR SUBJECTS**PASSED:****2023**

GADE6221	Game Development 2A	91%
GADS6221	Game Design 2A	66%
GART6211	Game Art 2A	76%
NAGA6211	Narrative for Gaming	67%
DBAS6211	Databases	85%
GADE7222	Game Development 2B	83%
GADS6222	Game Design 2B	65%
GART6212	Game Art 2B	80%

3rd YEAR SUBJECTS**PASSED:****2024**

GADE7321	Game Development 3A	75%
GADS7321	Game Design 3A	58%
XBCGD7311	Work Integrated Learning 3A	75%
INRS7321	Introduction to Research	64%
OPSC7311	Open Source Coding (Introduction)	66%
GADE7322	Game Development 3B	88%
GADS7322	Game Design 3B	67%
XBCGD7312	Work Integrated Learning 3B	72%

4. SYSTEM KNOWLEDGE

- C Sharp
- Unity
- HTML
- SQL
- Adobe Photoshop
- Magica Voxel
- Blender
- Adobe Illustrator
- Microsoft Products
- MongoDB
- 3DS Max

5. SOFTWARE EXPERIENCE

FIVERR :

3-years' experience in freelance work. It has given me great insight into the aspect of a hard-working environment, as well as adhering to strict deadlines and changes made by buyers. This tough environment also had its challenges, by dealing with critical feedback and the change of strategies when taking on custom orders. This ultimately gave me a start in the workforce environment.

BLENDER :

Experience in sculpting, video editing, to normal base mesh anatomy, as well as environment design, and game play implementation of models. This software taught me to create the base for 3d models/environments/effects that are integrated within both the Unity and Unreal Engine landscape.

ADOBE PHOTOSHOP :

Great extensive knowledge on photo editing and UI creation design for games, as well as texturing 3d models. This software taught me great basics on creating both effects in the 3d landscape, as well as 2d sprite design in the visual application of game development.

ADOBE ILLUSTRATOR :

Illustrator was a great tool to learn, when coming up with sleek 2D User Interface designs, as well as learning how to set up an aesthetically pleasing design to games.

MAGICA VOXEL :

Magica Voxel was another tool I learned that greatly showed me how to implement and work with 3d model design and creations under the theme type of games known as 'voxel games'.

MONGODB :

Mongo Databases was a great platform for learning integration with databases that could be linked to both websites and unity user data implementation, as well as creating relationships within multiple data set tables. I have extensive knowledge based upon the SQL side of the program and integrating it within the Unity game developing landscape.

UNITY :

Multiple experiences when working on both 3D, 2D games and designs. I have experience in both front and back-end coding data for implementation and player interaction. Using my knowledge on C# and the creation of animation and UI design, I was capable of making a plethora of games and learning the experiences that came with each of them.

3DS MAX :

I have great experience in modeling and animating inside 3DS max as it was one of my major skills into exporting and implementing my own creations within unity itself. I also have great experience when it comes to designing/creating environments inside the program.

6. REFERENCES

Melissa Grobler Instructor at Vega	071 881 2321
Reder Joubert Instructor at Vega	083 395 2506

7. ATTACHMENTS

- Matric certificate
- Proof of registration
- Results of Semesters at Vega Institution