

BARNEY SMITH

Games Designer

About me

Creative individual with a professional interest in game balance. Two years of industry experience as a Junior Games Designer with Marmalade Games Studio. Currently seeking a new challenge within the games industry.

Engines and Software

Unity Engine

Numerous personal projects completed.

Unreal Engine 4

2 university projects completed.

Miro and Google Slides

Created design documentation to be shared with other project participants.

Google Sheets

I have used excel to assess game balance for multiple games and game systems.

References

Mike Rosser

Marmalade Games Studio
Creative Director
mike.rosser@gmail.com

Contact me



Barney.smith@protonmail.com



<https://www.linkedin.com/in/barney-smith-a414b21ba/>



barneysmith.info



3/2 12 Richmond Park Terrace



Relevant Experience

Marmalade Games Studio

(01 2023 – 02 2025)

Junior Games Designer

Leaderboards System

Created and balanced a bespoke leaderboard system from the ground up to be used across all of Marmalade's games. This involved research of competitor's leaderboards, pitching proposed designs to the company's CEOs and using an inhouse tool to simulate and iteratively balance the leaderboard outcomes based on simulation and live data.

Live Events

Performed design and balance work for thematic events for Monopoly, including the recent Advent Calendar Event. I designed the game economy, rewards, and quests, to encourage more frequent engagement through the holiday period.

Games Design

I worked across various projects at Marmalade, regularly contributing in different capacities. Including designing a levelling system and house rules for Monopoly, tutorials for Ticket to Ride, and companion apps for Cluedo 2 and Ticket to Ride.

Path to Menzoberranzan Mod Team

(04 2025 - Present)

Games Designer

I am working in a voluntary capacity with a team of 200 others, on this Baldur's Gate 3 modded campaign. To contribute to the team I am assisting with level and mechanics design, and have been learning how to use Larian's engine, and the code language Osiris.



Education

Bachelor of Arts (Honours)

(08 2017 – 05 2021)

Abertay University

Games Design and Production - 2.1



Hobbies and Interests

Tabletop RPGs

I enjoy the creative practice of writing and improvising stories tailored to players as part of these games.

Foreign Languages

I am learning both Swiss German and Japanese currently.

Video Games

Some recent favourites are Blue Prince, Expedition 33, and Polytopia.

Baseball

I'm a keen baseball player but new to the sport, I relish the opportunity to learn new skills as part of a team.