

Marcus Young-Smith

Producer

Socials [LinkedIn](#)

Portfolio myoungsmith.co.uk

Email marcusys@gmail.com

Phone 07942 894533

Impact Statement

Production Powerhouse: People-centred problem solver and project facilitator. Dedicated to delivering on time and in budget. Ready to clear obstacles at every stage of development to ensure success

Testimonial

“Marcus led the team designing a game about land use and ecology... He showed remarkably good leadership skills and managed to grasp the complex science behind the game, integrating it into the game in a subtle and imaginative way.”

– Gail Halvorsen / SEDA Land (MProf Client)

Skills

- **Project Management Tools:** JIRA, Confluence, Google Suite, Microsoft Office, Miro, Lucid, Slack,
- **Methodologies:** Agile, Scrum, Kanban, Waterfall
- **Technical Competencies:** Game Production, Systems Design, Combat Design, Version Control, Game Engines (Unity/Unreal), C#, Automation and Workflow Integration
- **Communication:** Stakeholder Management, Meeting Facilitation, Decision-Making Processes
- **Leadership Abilities:** Voice of Reason and the Reality Check in the Room, Cross-Functional Team Collaboration
- **Problem Solving:** Conflict Resolution, Risk Management, going into finishing mode, identifying correct priorities
- **Soft Skills:** Detail Oriented and Communicative, Proactive, Team Player, Confident and Motivated, Great Verbal and Written English Skills

Education

MProf Masters in Professional Game Development
Abertay University – With Distinction / 2023 – 2024
Specialisation - Producer

BA Hons Game Design and Production Management
Abertay University / 2015 – 2019

Experience

Producer | MProf Game Development

(Sumo Digital as Executive Producer) [Stone and Veil](#)

– Feb 2024 – Aug 2024

- **Team Coordinator:** Led a 25-person studio across multiple projects, including a client project on a prominent topic that gained social media coverage and recognition from key organisations. Managed sprints, retrospectives, and bug tracking with Jira and Confluence to ensure project success
- **Stakeholder Communication:** Facilitated communication and goal alignment with internal teams and external stakeholders, setting expectations and ensuring milestone completion to high-quality standards, regularly reporting on progress
- **Motivator:** Organised fun team gatherings to celebrate major milestones, boosting morale and fostering a positive work environment. Led engaging retrospectives to drive continuous improvement and establish best practices
- **Creative Problem solver:** Secured full software access to JIRA and Confluence for team by contacting Atlassian HQ directly, extending beyond the trial's seat limit and avoiding disruptive workflow changes

Founder / Producer | Curio Softworks

The Flight of Fergus Buchan, Dundee, Scotland

– Dec 2019 - Oct 2022

- **Business Acumen:** Co-founded game studio during pandemic, gaining hands-on experience in budgeting, financial forecasting, and investor engagement. Focused on securing work-for-hire opportunities to support business goals and adapt to remote work challenges.
- **Project Management:** Led a multi-disciplinary team of 4, managing production for first-person adventure game using appropriate management tools. Developed strong decision-making skills to navigate project challenges and maintain progress.
- **Game Development:** Established version control and maintained Gitflow practices within Unity, writing scripts in C# to build our MVP. Adapted workflows to ensure efficiency and cohesion in a remote setup.

Play Tester | Rockstar North

GTA V Online, Edinburgh, Scotland

– Oct 2014

- **Quality Assurance:** Working closely with development team, and with attention to detail, I executed test plans and reported bugs for a major update: GTA V Online Heists

Languages: English – Native | Lithuanian – Fluent

Favourite Games: Grim Fandango(OG), Monkey Island, City Skylines (not 2), Baldur's Gate 3, Age of Empires 2

More Details [Notion Version](#) | **Portfolio** myoungsmith.co.uk | **Socials** [LinkedIn](#)