

Nadine Chante Sephton

Unreal Engine Game Developer



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I began my game development journey in 2023 with CG Spectrum, one of the world's leading game development schools. After transitioning from the ICT and Security industry, I collaborated with Wolf Den Games on Hunters Uprising, contributing to the development of co-op maps.

To further strengthen my capabilities, I completed 120+ hours of advanced Unreal Engine training on Udemy, expanding my skills in level design, environment creation, cinematic storytelling using Sequencer, game design fundamentals, animation and rigging, Niagara VFX, and motion design.

I continuously seek opportunities to challenge myself and expand my technical and creative skill set within the game industry. I am also part of LionsMaze, an in-house studio focused on horror-driven narrative experiences, where we are developing our original title Fractured Within. The studio also collaborates on short-term and full-time Unreal Engine projects, enabling us to build and deliver immersive gameplay experiences while continuing to experiment and innovate.

Prior to transitioning into game development, I spent over a decade in business development, gaining strong experience in Communication, strategy, collaboration, and client management. Game development has been a long-standing passion of mine, strongly influenced by titles such as Resident Evil, and I remain committed to growing within the industry and creating compelling interactive worlds.



Skills

- Level Design & World Building 
- Sequence and Cinematic 
- Blueprints 
- Textures & Materials 
- Niagara VFX 
- Motion Design 

●	Metahumans	●●●●●●
●	Lightning & Environment Setup	●●●●●●
●	PCG Framework	●●●●●●
●	Game prototypes	●●●●●●
●	Continuous learning mindset	●●●●●●
●	Technical documentation writing	●●●●●●
●	Design development	●●●●●●
●	Problem-solving	●●●●●●
●	Gaming design	●●●●●●



Experience

2026 - Current

Unreal Engine Game Developer

LionsMaze Game Studio, Cape Town

- Develop gameplay experiences using Unreal Engine 5.
- Design and build levels, environments, and interactive gameplay systems.
- Create cinematic using Sequencer and narrative-driven experiences.
- Utilize Blueprints, Niagara VFX, Metahuman, materials, and motion design.
- Collaborate with small multidisciplinary teams across the full game development pipeline.
- Contribute to the development of the studio's original horror title, Fractured Within.
- Independent Game Development Studio

2025 - 2025

Unreal Engine Game Developer: Level Design

Wolf Den Games, Cape Town - Remote

- Contributed to the design and development of co-op gameplay maps.
- Created level layouts supporting exploration, combat encounters, and player progression.
- Assisted with gameplay flow, environmental storytelling, and world-building.
- Collaborated with designers and developers to improve player experience and map balance.
- Utilized Unreal Engine 5 tools for level creation, asset placement, and optimization.
- Level Design Team
- Hunters: Uprising (PvPvE Survival Shooter)

2024 - 2025

Business Developer Manager

Infocus Technology, Cape Town

2024 - 2024-03

- Identified and developed new business opportunities.
- Implemented strategic growth and sales initiatives.
- Managed key client and stakeholder relationships.
- Negotiated contracts, proposals, and partnerships.
- Led projects and business development teams.
- Delivered revenue growth and performance reporting.

Account Manager

Oxbow, Cape Town

- Managed key client accounts and stakeholder relationships.
- Developed strategic account plans to achieve client objectives.
- Led project delivery, resource coordination, and budget management.
- Drove revenue growth through account expansion and upselling.
- Analysed performance metrics and delivered actionable insights.
- Resolved client challenges and maintained high satisfaction levels.
- Provided market intelligence and strategic business recommendations.

2017 - 2023

IT Sales Representative & Coordinator

Innovate IT, Cape Town

- Drove business growth by acquiring new clients and expanding regional operations across South Africa.
- Managed pre-sales and post-sales processes, client onboarding, and account coordination.
- Prepared quotations, renewals, and recurring service agreements using IQ and Xero systems.
- Developed IT infrastructure proposals, technology roadmaps, and value-driven solutions.
- Advised clients on cloud services, cybersecurity, networking, Microsoft solutions, and telecommunications.
- Conducted quarterly business reviews to align IT strategies with client objectives.
- Built strong client relationships through consultation, support, and stakeholder engagement.
- Consistently achieved sales targets and contributed to marketing, brand awareness, and business development initiatives.
- Innovate IT - MSP: Managed Services Provider

2016 - 2016-06

Head Waiter

Bertie's Moorings, Cape Town

- Provided exceptional customer service and dining support.
- Managed table service, cash handling, and guest satisfaction.
- Promoted menu items and increased sales through upselling.
- Maintained a clean, organized, and welcoming dining environment.
- Collaborated with team members in a high-volume restaurant setting.
- Waterfront Restaurant, Gorden's Bay

2015 - 2016

Labor Law Distributor

Rep, Cape Town

- Acquired new clients and expanded business opportunities.
- Managed client relationships and post-sale support.
- Maintained health and safety compliance standards.
- Led teams and coordinated daily operations.
- Gathered customer feedback and ensured service excellence.

2013 - 2015

Manager

Kranspoort Loskopdam Pub and Grill, Cape Town

- Supervised kitchen staff and daily operations.
- Managed cash handling, sales reconciliation, and reporting.
- Oversaw inventory control and stock management.
- Assisted with payroll administration and timesheets.
- Ensured quality service and customer satisfaction.

2012 - 2012-12

Bartender

Jolly Dolphin, Cape Town

- Managed inventory and stock control processes.
- Maintained bar operations and presentation standards.
- Provided exceptional customer service and guest support.
- Performed cash handling and daily reconciliations.
- Ensured a clean and efficient working environment.
- Jeffreys Bay- South Africa

2008 - 2011

Waitress

Wallskipper Restaurant, Cape Town

- Provided exceptional customer service in a fast-paced environment.
- Managed table service, food preparation, and dining area maintenance.
- Processed cash transactions and daily cash-ups.
- Promoted menu offerings and increased sales through upselling.
- Ensured efficient service and customer satisfaction.
- Jeffreys Bay – South Africa



Education

2012-01

High School Diploma

High School Nico Malan - Humansdorp/Jeffreys Bay, Eastern Cape

2023-01

Game Design: Game Design

CG Spectrum - Australia

Mentor Anthony Cardardi



Accomplishments

- This credential has been awarded for the successful completion of CG Spectrum's Introduction to Game Design Certificate: an introductory game design program covering the essentials of system and level

design using Unreal Engine, Maya and Adobe Creative Cloud. Upon completion of this credential, students will have gained a solid understanding of basic game design techniques ensuring proper foundations have been achieved.

- Visual Design
- System Design
- Single Player Design
- Technical Design
- Communication
- Game Genre's
- Gameplay Systems
- World Building



Certifications

2018-05
2023-03
2025-08



Competency on 3 Guns (Handgun, Rifle, Shotgun) - certified
CG Spectrum - Intro for Professional Game Designing, 2023
Udemy Certifications in UE



ICT & Security



- Technical Sales Consultant
- ICT Audits
- Account Managements
- Comprehensive Proposals
- ICT Breakdowns of Networks
- Training and Development
- Client Engagement and Consultation
- Product and Service Sales
- B to B Sales
- Relationship Building
- Sales Presentations, Process and Reporting
- Marketing Strategy
- Database Management
- New Business Development