

# Brenden Kayne Gibbons

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## Profile

Motivated, inventive and versatile, I have a talent for solving design problems creatively and pragmatically with one eye on the big picture and the other on implementation, both on my own and as a team. I like to focus on platform-specific design and working with the affordances of the setup that I am designing for and to create stories and experiences that can't be created elsewhere.

I'm fascinated with Design as a field and face Design as a series of problems to be solved. To solve the problem of making video games, I like to look at the team, the project and take as much as I can into account to create solutions that is best for the specific situation of this particular video game.

## Education

2012 – 2017

NHTV *University of Applied Sciences* – Breda, the Netherlands

- Bachelor of Science in International Game Architecture and Design (Design and Production)

## Experience

June 2016 to June 2017 – Game and Level Designer – Ovosonico. Varese, Italy

- Writer and Game Designer on *Last Day of June*
- Narrative Design - Writing, creating playable prototypes and storyboards.
- Game/Level Design - Working in engine to create levels and puzzles that are functional and cohesive with narrative themes.

September 2015 to May 2016 – Play Concept Designer - Dr. Panda Games. Chengdu, China

- Concepted, documented and created prototypes for multiple unannounced titles.
- Worked on level design for *Dr. Panda School* and *Dr. Panda Firefighters*, concept design for *Hoopa City 2* and *Dr Panda Cafe*, and prototyped *Dr. Panda Farm*.
- Researched, playtested, worked with core audience of children from 3 years old upwards.

## Skills

Advanced: Microsoft Office, Photoshop, Unity 3D (with Visual Scripting), Twine

Proficient: Maya, Sony Vegas, Audacity, Unreal Engine

Languages: Fluent English, Conversational Indonesian, Basic Dutch, Basic Italian.

## Hobbies

**Game Development Community:** Helped coordinate university game development meet-ups. Have given presentations at local meet-ups and large events such as Unite Europe. Volunteers at various meetups such as Screenshake and GDC Europe. Attended/won various game jams.

**Theatre/Performance:** Member of NHTV Theatre, taken part in improvisational shows and musical as actor, dancer and singer. Urban Dance.

**Reading/Writing:** Ergodic literature. Sci-fi, Fantasy. Critical essays/Research papers. Diversity issues.

**Technology:** Virtual Reality, Augmented Reality. Emerging tech., especially new interaction systems. Have created live action films for Virtual Reality.