

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.

Experience

June 2017 to Present – Freelance Narrative Designer

Worked on various commercial and non commercial projects, some currently under NDA:
Wrote in-game books for expansion-sized *Skyrim* mod *Lordbound*, working with existing lore.
Wrote events for *Nowhere Prophet* ranging from combat events to creating slice of life events of a pilgrimage in a post-apocalyptic world flavoured with Indian roots, creating new lore.

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

Worked on *Last Day of June*, a BAFTA nominated Narrative Adventure game for PC and PS4. In collaboration with the Lead Designer and Creative Director, I wrote out story treatments and filled out the narrative beats for the meat of the game. I worked closely with the Lead Animator on storyboards to ensure that the right pieces of information was conveyed due to lack of text/language in the game and with the Lead Artist in-engine on the environmental storytelling. I also designed, prototyped, and implemented in-engine puzzles using in-house and external tools, did collision passes, copywrote achievements and directed voice actors.

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

Worked on multiple projects, all for children the age of 3-8. Started as a Placement for University and was promptly hired after the placement contract had finished. I initially focused on concepting, using academic research on children's development to back up the concepts and worked on multiple projects whenever it needed more designers. I focused deeply on using research and playtesting to ensure that our work was appropriate and safe for our core audience and was at the end, given the reins over an experimental project after I had shown familiarity with augmented reality technology. As the lead designer of a team of 6, we made a 3d dollhouse app with an accompanying physical product that was released as *Dr Panda Plus: Home Designer* which recieved excellent critical reviews from parents and teachers.

Education

2012 – 2017

NHTV University of Applied Sciences – Breda, the Netherlands

Bachelor of Science in International Game Architecture and Design (Design and Production)
Extracurricular activities included: Working on VR projects for University research team and commercial client. Creating live action Virtual Reality films for Festival setting. Represented university in various university based game jams, and won a best Mobile game award. Wrote and programmed interactive film in digital media residency with animators.

Skills

Advanced: Microsoft Office, Photoshop, Unity 3D (with Visual Scripting), Twine
Proficient: Maya, Sony Vegas, Audacity, Unreal Engine

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

Gameography

Commercial Games:

Last Day of June

Dr. Panda Plus: Home Designer

Nowhere Prophet

Dr. Panda Cafe

Hoopa City 2

Dr. Panda School

Dr. Panda Farm

Dr. Panda Firefighters

Dr. Panda Racers

Virtual Reality:

Het Geheim Van Scania (Interactive VR Diorama for Client)

Musica Nova (Interactive Museum for University Research)

Dyskinetic (Live Action Film for Festival)

The Prism (Live Action Film for Festival)

Flotið Niður Ána (Live Action Film for Concert)

Personal Projects/Experimental Works:

Reivior (Final University Project, asymmetric strategy game for tablet)

SnowDown (Dare to be Digital 15 university-based gamejam, memetic snowball fighting game)

Human Parade (Global Game Jam 15, microgame in creating custom controllers)

King of the Beach (Brains Eden 15 university-based game jam, coop mobile bullet hell)

The Key of Solomon (Global Game Jam 14, Horror board game using light and shadows as mechanic)

Silver Lining (Digital Stories Residency, Interactive Film using laser pointers as input)

Gratuitous Rap Battles (Zoo Machines 14 Game Jam, rap battle game using Speech to Text)

home (Ludum Dare 43, twine game using video and audio)

Spooky Selfie (joke in videogame format)

Hobbies

Game Development Community: Helped coordinate local 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: Improv Theatre. Musicals as actor, dancer and singer. Urban Dance. Karaoke.

Reading/Writing: Ergodic literature. Young Adult. Sci-fi, Fantasy. Sequential Art. Critical essays and Research papers. Intersectional feminism/diversity issues. Global political issues.

Technology: Virtual Reality, Augmented Reality. Emerging tech, especially new interaction systems.

Games: Indie/Weird/Bad Games. Live Action Roleplaying. Pen & Paper Roleplaying. Board games.

Arts & Craft: Visual Arts/Design. Architecture. Fashion. Cooking. Crocheting. Soapmaking.