

# JACOB GIBBINS

GAME DESIGNER

Portfolio: [jacobgibbins.com](http://jacobgibbins.com)

## PROJECT EXPERIENCE



### Dr Bounce (University Project)

Singleplayer FPS (September 2021- May 2022)

In a team of 12 students of multiple disciplines my contributions were:

- Leading and contributing to the system design and level design high concepts.
- Collaboratively, I created design documentation and level design blockouts.
- Tweaking and improving the implementation of game mechanics through code. (eg. Adding Screenshake)
- Balanced all mechanics and levels.
- *More info on portfolio site.*



### Culinary Coalition (University Project)

Singleplayer top down bullet hell (September 2020- June 2021)

In a team of 15 students of multiple disciplines my contributions were:

- Leading and contributing to the system design and level design high concepts.
- Collaboratively, I created design documentation and level design blockouts.
- Tweaking and improving the implementation of game mechanics through code. (eg. timescale on taking damage)
- Balanced all mechanics and level difficulties.
- *More info on portfolio site*

## SKILLS



### Software

- Unity
- Unreal Engine 4 Blueprints
- C#
- Git ( Github, Bitbucket)
- Version Control (Tortoise Git, Fork, Github Desktop)
- Microsoft Suite (Excel, Word, Powerpoint)
- Adobe Suite (Photoshop, Illustrator, Premiere Pro)
- Google Suite (Docs, Slides)
- Jira
- Trello

### Soft skills

- Agile planning (Scrum and Sprints).
- Effective communicator within and between specialisms.
- Eager to adapt work based on feedback.
- Resolving team conflicts.

## ABOUT ME



I am a Game designer who specialises in systems design.

I contribute to the documentation and implementation of gameplay systems and mechanics I have designed by myself or collaboratively. I can create prototypes and iterate on them in an agile manner based on player and developer feedback and my own design intuition.

I am also capable of level design and balancing gameplay. Collaborating and iterating with other developers is a strong suit and something I aim to do when developing a project. When not developing games I like to play tennis and enjoy cooking.

## EDUCATION



### BA Game Development: Design

Falmouth University (2019 - 2022)

- Collaborating with other students on big team projects.
- Pitching game concepts.
- Practicing Agile and scrum methodology

### A Levels

Halesowen College (2016- 2018)

A Level Computer Science (E)

A Level Graphic Communication (B)

A Level English Literature (B)

## REFERENCES



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