

JACOB GIBBINS

GAME DESIGNER

Portfolio: jacobgibbins.com

PROJECT EXPERIENCE

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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 in engine.
- *More info on portfolio site.*

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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 in engine.
- *More info on portfolio site*

SKILLS

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Software

- Unity
- Unreal Engine 4
- 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

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I am a passionate game designer who specialises in systems design.

I'm a social developer who understands how to integrate to new teams. In any team I provide the following:

- Lead and/or contribute to the documentation of gameplay systems and their mechanics.
- Solo or collaboratively design game mechanics with other specialisms.
- I can create prototypes and iterate on them in an agile manner using my own design intuition as well as feedback from players and developers.
- Level design planning and blockouts in *Unity* and *Unreal engine*.
- Adjusting game mechanics in engine using code or systems I collaboratively designed with programmers.

Collaborating and iterating with other developers is second nature to me due to my current 3 years experience on many game projects with different people. Collaborations such as 10-15 people teams in university projects, game jams or personal projects have given me a good starting point on my career path as a game designer. More than anything, I want to make engaging, and playful experiences with other developers and have fun doing it.

EDUCATION

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BA Game Development: Design

Falmouth University (Current 2019 - 2022)

- Collaborating with other students on team projects of varying sizes
- Pitching and prototyping 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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- Available on request



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