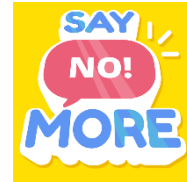# Brenden Kayne Gibbons

Newcastle Upon Tyne, NE3, United Kingdom
@brendengibbons – brenden.gibbons@gmail.com – brendengibbons.me

Experience

Freelance Game & Narrative Designer - June '17 to Present
Worked on various projects, some currently under NDA:

- Writing for Ubisoft's *Tom Clancy's Elite Squad*
- Narrative Design on Fizbin Studio's *Minute of Islands* and *Say No! More*.
- Turned the book *Sealed with a Curse* into a playable game for Crazy Maple Studio's *Chapters: Interactive Stories*.
- Design on upcoming local multiplayer mobile game *Too Many Cooks*.
- Designed and wrote mobile chatbot game *Avery* for IBM Italy to showcase their conversation AI tool *Watson*.
- Wrote events for post-apocalyptic Indian-themed roguelike card game *Nowhere Prophet*, from combat to slice of life events.
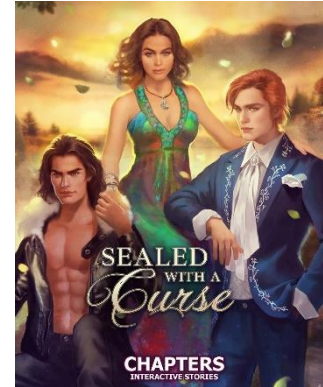
Ovosonico - Varese, Italy - June '16 to June '17
Worked on *Last Day of June*, a BAFTA nominated interactive tale about love and loss for PC and PS4.

- Wrote out story treatments, filling out narrative beats.
- Designed, prototyped & implemented puzzles in Unity.
- Worked closely with Lead Animator on storyboards, ensuring lack of in-game text did not hinder player understanding of plot and story.
- Worked with Lead Artist on level design & environmental storytelling.
- Collision passes, copywrote achievements, directed voice actors

Dr. Panda Games - Chengdu, China - Sept. '15 to May '16
Worked on 9 released apps, all for children the age of 3-8.

- Concepted and prototyped various games, using academic research on children development as lens. Worked in-engine on multiple projects.
- Lead design of experimental AR project - *Dr Panda Plus: Home Designer*. Dollhouse app with accompanying physical product that was released globally, made available in Apple Stores and through Amazon. Product received excellent critical reviews from parents and teachers.

Education

NHTV University of Applied Sciences – Breda, the Netherlands – '12 to '17
B.Sc. in International Game Architecture and Design (Design and Production)
Extracurricular activities include:

- VR projects for University research team, commercial client and film festival.
- Represented university in various game jams.
- Wrote & programmed interactive film in digital media residency with animators.

Skills

Advanced: Microsoft Office, Photoshop, Unity 3D (with Visual Scripting), Twine
Proficient: Maya, SketchUp, Sony Vegas, Audacity, Unreal Engine, VR/AR Development,
Languages: Native English, Conversational Indonesian, Basic Dutch, Basic Italian.

Hobbies

Game Dev Community - Coordinated meet-ups, given talks at various events. Theatre – Improv and musicals. Reading/Writing – Ergodic literature, Young Adult, SF/F. Technology – VR, AR, Emerging Tech, UI/UX.