

JACOB GIBBINS CV

GAME DESIGNER/ LEVEL DESIGNER

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PROJECT EXPERIENCE

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Dr. Bounce

Singleplayer FPS (September 2021- May 2022) - Released on itch.io

Game/Level Designer

- Created all **game mechanics** and **game design documentation** (Bounce combo, Bounce types, Magnet).
 - Created **level design documentation** and **designed blockouts** for 2 levels. (Level 1, Level 3).
 - **Balanced variables** in engine (Player speed, throw speed, magnet range).
 - **Prototyped** main menu (Layout and implementation).
 - Guided the art and audio departments to enhance the **game design** of the project.
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Culinary Coalition

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

Released on itch.io

Game/Level Designer

- Created all **game mechanics** and **game design documentation** (Cooking, Combos, Hatcuum).
- Created **level design documentation** and **designed blockouts** for 2 levels and a hub.
- **Balanced difficulty** for normal and hard modes.
- **Balanced variables** in engine (Player speed, bullet patterns, ingredients).
- **Scripted game feel** (screenshake, PFX, animation).
- Guided the art and audio departments to enhance the **game design** of the project.

SKILLS

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- Game Design
- Level Design
- Unity C#
- Unreal Engine 4 Blueprints
- Git
- Microsoft Suite (Excel, Word, Powerpoint)
- Adobe Suite (Photoshop, Illustrator, Premiere Pro)
- Jira

EDUCATION

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BA Game Development: Design - 1st

Falmouth University (September 2019 - May 2022)

- Collaborating with other students on yearly team projects of varying team sizes.
- Pitching and prototyping game concepts.
- Practicing agile and scrum methodology.

AWARDS & ACHIEVEMENTS

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IG50 (Into Games & OPM Jobs)



Winner of IG50, a listing of 50 of the most employable unemployed game developers hosted by Into Games and OPM Jobs.

Industry Vote for Game of the year

Dr.Bounce (GA EXPO 2022)

Votes from Mediatonic, Playstation London, Rocksteady, Splash Damage developers.



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PERSONAL PROJECTS

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Scrub Surfer

Endless runner game (In development. Started November 2021).

Solo Developer

- Solo developed project.
- Prototyped the game using **Unreal Blueprints**.
- **Created all game mechanics** and game design documentation (scrubbing, movement, scoring).
- **Guided art direction** for UI elements with an artist.
- Created particle effects and implemented **game feel** (Screenshake, SFX etc).

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Don't Pop!

Browser Arcade high score game (April - May 2021) Released on [Itch.io](https://itch.io)

Solo Developer

- **Solo programmed** the entire game in C#.
- **Created all game mechanics** and game design documentation (player movement, score system, shrinking).
- **Guided art direction** for UI elements with an artist.
- **Created the art and animation** for the player character and enemies.
- Created particle effects and implemented **game feel** (Screenshake, SFX etc).

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More projects + Game Jams

Shout Rallies (3 people)

A mobile project created over summer with 2 other developers. Compete in a digital game of "bogies" using voice recordings on your phone.

Global Game Jam 2020 (6 people)

Theme: Repair.
Robolationships - play as a robot couples therapist who must repair relationships physically with parts, as well as emotionally.

Brackey's Game Jam 2020 (2 people)

Theme: Rewind.
Turtle Trouble - As a toy turtle, escape the factory you were born in.

Best Game Design

Dr.Bounce (GA EXPO 2022)

The game was voted for having the best game mechanics and overall design at the expo.

"Culinary Coalition" at G7 Summit

The game was presented at the Cornwall House during the G7 Summit in June of 2021.

REFERENCES

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Available on request

VOLUNTARY WORK EXPERIENCE

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Falmouth University - Game Development Course Rep (2019-2021)

- Gathering feedback from the year group via forms and 1-1 interviews.
- Collecting and presenting data to university staff.
- Collaboratively reflecting on data and discussing solutions to problems students were suggesting with the course.

Edgbaston Priory Club - Tennis Leader (2016)

- Assisting a tennis coach in teaching tennis to children aged 5-8.
- Coordinating sessions with the coaching team.

Other links

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 <https://github.com/NachoNinja214>

 <https://gamedevgibbins.itch.io>

 <https://www.jacobgibbins.com>