JACOB GIBBINS CV
GAME/LEVEL DESIGNER

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INDUSTRY EXPERIENCE

Funko Fusion @ 10:10 Games

Unreal Engine 5, Online Co-op Action Adventure (October 2022 - 2025) - Released on Steam, PS5, Xbox, Switch

Junior Designer (2 Years) - Game Designer (Present)

- Wrote Documentation for 100 + Playable Characters and 80+ Enemies.

- Implemented and balanced Gameplay abilities across all playable and enemy characters.

- Supported Level Designers with puzzle blockout ideas and game mechanics support.

- Worked with Animation and VFX teams to ensure combat features were in line with the game vision.

PROJECT EXPERIENCE

Dr. Bounce @ Falmouth Uni

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

Game Director/Lead 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.

SKILLS

- Game Design
- Level Design
- Unity C#
- Unreal Engine 5 Blueprints
- Git
- Microsoft Suite (Excel, Word, Powerpoint)
- Adobe Suite (Photoshop, Illustrator, Premiere Pro)
- Jira

EDUCATION

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

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 Winner for Game of the year
Dr.Bounce (GA EXPO 2022)

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

Culinary Coalition @ Falmouth Uni

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).
- Guided the art and audio departments to enhance the **game design** of the project.

More projects + Game Jams

Scrub Surfer (Solo)
A solo Unreal Engine prototype of a man surfing on a sponge to clean a kitchen sink in an infinite runner style game.

Don't Pop (2 people)
A 1 month project where I solo programmed and designed a high score bullet hell game where you play as a bubble avoiding rocket powered fingers which try to pop you!

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

Nick Dixon – Design Manager at Double Eleven

VOLUNTARY WORK EXPERIENCE

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

https://github.com/NachoNinja214

https://gamedevgibbins.itch.io

https://www.jacobgibbins.com