

## PROJECT EXPERIENCE

### Dr. Bounce

Singleplayer FPS (September 2021- May 2022) - Ongoing

#### 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.

### Culinary Coalition

Singleplayer top down bullet hell (September 2020- June 2021)  
Released on [itch.io](https://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

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

## EDUCATION

### BA Game Development: Design - Predicted 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

### "Culinary Coalition" at G7 Summit

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

### "Culinary Coalition" at EGX

The game was displayed at ExCeL London for EGX 2021 to promote Falmouth Games Academy.

### "Culinary Coalition" at GA Expo 2021

The game was runner up for "Best 2nd Year game" at an event celebrating student work in Falmouth.

# PERSONAL PROJECTS

.....

## 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).

.....

## Don't Pop!

*Browser Arcade high score game (April - May 2021) Released on 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).

.....

## 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.

# REFERENCES

.....

Available on request

## 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>



[gamedevgibbins@gmail.com](mailto:gamedevgibbins@gmail.com)



<https://twitter.com/GamedevGibbins>



[www.linkedin.com/in/jacob-gibbins](https://www.linkedin.com/in/jacob-gibbins)