

# Harry Gibson

Game Designer

[harry.gibson21@gmail.com](mailto:harry.gibson21@gmail.com)

[www.harrygibsondesigner.co.uk](http://www.harrygibsondesigner.co.uk)

## EXPERIENCE

**Climax Studios, Portsmouth** — *Designer*

January 2020 - PRESENT

**Silent Games, Newcastle upon Tyne** — *Game Design Intern*

October 2019 - December 2019

## EDUCATION

**Teesside University, Middlesbrough** — *Ba (Hons) Computer Games Design*

September 2016 - July 2019

First-Class Honours

## PROJECTS

**Unannounced F2P/GaaS Project** — *Track Designer*

February 2022 - PRESENT

Designing track layouts and prototyping track events.

**Unannounced AAA Project** — *Level Designer*

May 2021 - January 2022

Designed multiple grounded/aerial race tracks; designed and balanced several maps for third-person shooter gameplay.

**Returnal** — *Designer*

January 2020 - April 2021

Lead developer of the level generation systems for Biomes 4 & 5; created level blockouts for several rooms in Biomes 2, 4 & 5; designed enemy behaviours; set up actor spawns in levels.

**A Life of Consequence** — *Designer*

October 2019 - December 2019

Responsible for implementing mechanics in the prototype.

## ABOUT ME

I am a creative problem-solver with a passion for exceeding expectations on any project that I work on, big or small.

I have over five years experience in UE4 and consider myself to be very proficient with it, however I am also open to learning any new tools or software that may be needed.

## SOFTWARE SKILLS

- Unreal Engine 4/5
- Microsoft Office
- Jira
- Confluence
- Perforce
- Plastic SCM
- Github (SourceTree)

## PERSONAL SKILLS

- Great verbal and written communication
- Quick learner of tools and software.
- Well-organised
- Reliable
- Very accepting of constructive criticism and feedback