

# GABRIEL KENNY

Game Designer, Musician, lover of out-of-the-box thinking and connecting design with technology.

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## Education

2017-2021 | **BA - Hons** Video Game Design and Production  
*Abertay University*

2016-2017 | Higher National Certificate: Video Game Development  
*West College Scotland*

2015-2016 | Higher National Certificate: Acting and Performance  
*West College Scotland*

## Skills

### Languages

English | German

### General

Interdisciplinary  
Communication  
Public Speaking &  
Presentation

### Game Design

Mechanic Design  
System/Technical Design  
User Experience  
Narrative Design

### Programming

C# in Unity  
Blueprints in UE4  
Tool Development  
Analytics Implementation  
Google's Apps Script

## Work Experience

2021 - Present | **Game Designer**

*Freejam Games*

Wrote and maintained design documents for a variety of feature types, from technical design documents to UI design.

Ran technical meetings for Programmers and artists

Balanced in-game elements based on in-house and community feedback

Designed, Coded and polished in-house prototypes of new features in standalone projects while managing artist contributions

Wrote in-house tools in C# for unity

Wrote the copy for public areas such as Steam pages and marketing posts

Sound design, music composition, and technical audio design and implementation for several projects

2020 | **Various, Prototype Android Application for Zero Waste Scotland**

*Abertay University*

Acted as Designer, Producer and Programmer in a team of 7 in the creation of a polished 15-minute edutainment app

Handled communication between the team and stakeholders

Designed and Programmed minigames while supporting artist contributions

Designed production pipelines for the team to foster independent freedom while maintaining communication and collaboration

2018-2020 | **President, Abertay Game Development Society**

*Abertay University*

Hosted several Game Jams, Play Parties and post-mortems

Hosted Industry Professionals giving talks and liaised with major organisations such as UKIE

Fostered social spaces for joint learning and activities such as Drink n' Draws

2018-2019 | **Tabletop RPG Facilitator**

*Wigtown Book Festival*

Acted as Game Master for short games with Young Adults

Taught children how to play D&D and Fate Core

Explored collaborative narrative creation in group settings

## Software

### Development Engines

Unity  
Unreal Engine

### Production

Perforce  
GitHub Desktop  
Jira  
Confluence  
Google Sheets  
Liquid Planner

### Art

Blender  
Substance Suite  
Affinity Suite  
Adobe Photoshop  
Quadspinner's Gaia

### Other

Reaper  
Ableton Live  
Cubase