Gabriel Kenny

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

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

Languages
English | German

Skills
General
Interdisciplinary Communication
Public Speaking & Presentation

Game Design
System/Technical Design
Mechanic Design
User Experience
Narrative Design

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

Experience

2024 - Present | Freejam Games | **Senior Game Designer, Acting Lead Designer**
- Took responsibility for the creative future of the product, including planning features and iterating on existing features
- Alongside other leads, represented the studio to key stakeholders
- Managed all in-house and outsourced design work
- Worked with code on implementing visual scripting infrastructure and other tools to facilitate upcoming features and improve existing pipelines
- Continued with existing design responsibilities

2021 - 2024 | Freejam Games | **Game Designer**
- 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 use in 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 | Abertay University | **Various**
Prototype Android Application for Zero Waste Scotland
- 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 | Abertay University | **President**
Abertay Game Development Society
- 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

Software

Unity
Unreal Engine
Perforce
GitHub Desktop
Jira
Confluence
Google Sheets
Liquid Planner

Blender
Substance Suite
Affinity Suite
Adobe Photoshop
Quadspinner's Gaia
Reaper
Ableton Live
Cubase