GABRIEL KENNY

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

gabriel.h.kenny@gmail.com
+4474 635 07 059
www.gabrielkenny.co.uk

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	***Art***
Unity	Blender
Unreal Engine	Substance Suite
Production	Affinity Suite
Perforce	Adobe Photoshop
GitHub Desktop	Quadspinner's Gaia
Jira	***Other***
Confluence	Reaper
Google Sheets	Ableton Live
Liquid Planner	Cubase