BRENDON BANVILLE
GAME DESIGNER

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PROFESSIONAL SUMMARY

Experienced designer skilled in content creation, level design, and gameplay iteration. Proficient in scripting and collaborating with diverse teams to deliver high-quality, engaging experiences. Specializes in aligning level design and gameplay with overarching narrative and vision. Proven track record of enhancing existing IPs and games. Committed to delivering exciting and immersive content for player enjoyment.

DESIGN SKILLS

- Content Design
- Level Design
- Gameplay Design
- Encounter Design
- Narrative Design
- Systems Design
- User Interface Design
- User Experience Design
- Graphic Design

TECHNICAL SKILLS

- Unreal Engine (UE4/UE5)
- Radiant
- Creation Kit
- Unity
- Maya
- Blender
- Adobe Photoshop
- Microsoft Office Suite
- Scripting (C#, GSC, Blueprint)

SOFT SKILLS

- Strong Attention to Detail
- Great Communicator
- Agile Methodologies
- Rapid Prototyping
- Digital Art
- 3D Modelling
- SVN / GIT / Perforce
- JIRA

PROFESSIONAL EXPERIENCE

Raven Software - Remote   **Feb 2022 - Feb 2023**
Junior Mission Designer
Unannounced Title (Radiant) - First-Person, Shooter

- Led the design and implementation of several large sections of one of the largest missions in the game, utilizing Radiant and GSC scripting to craft engaging environments and content, emphasizing the game's unique systems and reward structures.
- Owned the development lifecycle of the sections for which I was responsible, from concept to finish, working closely with other teams to ensure each section of the mission met the goals of each team.
- Iteratively improved design by balancing progression with dynamic gameplay, focusing on enhancing player engagement and choice through rewarding encounters and experiences.
- Adapted mission content, gameplay mechanics, and rewards to integrate newly introduced systems and mechanics.

OTHER EXPERIENCE

Fallout Miami Team - Remote   **Feb 2022 - Current**
Content Designer / Level Designer
Fallout: Miami (Creation Kit) – Fallout 4 DLC-sized Mod

- Developed and refined exteriors to create intricate, explorable environments aligned with the game's narrative and regional/faction-based art direction.
- Designed and implemented random encounters and enemy encampments, enriching exploration, and depth inside Fallout Miami's expansive open world.
- Helped develop unmarked quests and environmental storytelling elements, enriching player immersion and narrative depth.
- Collaborated with a diverse remote team of modders from around the world, ensuring consistency with the project's narrative and gameplay goals.

Solo Project - Lake Mary, Florida   **Nov 2023 - Dec 2023**
Sole Developer / Designer
Culling The Tide (Creation Kit) - Fallout 4 Quest Mod

- Created, designed, and implemented a multi-stage narrative quest using the Creation Kit level design toolset and Papyrus scripting.
- Leveraged existing lore, locations, and gameplay loop of Fallout 4 to craft an immersive, engaging side-quest focusing on player choice.

ERROR;EXCEPTION (Student Team) - Remote   **Jan 2021 - Apr 2021**
Content Designer / Level Designer / Lead Designer
Silent;Void (Unity) - First-Person, Survival Horror

- Designed each game level with defined goals and player progression in mind to create an engaging and immersive level flow and gameplay experience.
- Scripted, designed, and implemented gameplay elements such as puzzles and interactables to create engaging interactions between the player, level, and objective system.

Ion Cowboys (Student Team) - Redmond, Washington   **Sep 2020 - Jan 2021**
Gameplay Designer / UI Designer
Overrun (Unreal Engine 4) - First-Person, Horde Shooter

- Enhanced player engagement and challenge by refining enemy dynamics and spawn logic within an intense horde shooter environment.
- Designed the game's interface working closely with the UI programmer to implement it using C++ backend and Unreal's Blueprint system, prioritizing user experience and seamless UI interactions.

Solo Project - Redmond, Washington   **Aug 2020 - Dec 2020**
Sole Developer / Designer
Great Plains Drifter (Unity) - First-Person, Retro Shooter

- Conceptualized, designed, and implemented all game systems and content, from weapon mechanics and damage values to the level and encounters ensuring a balanced and engaging gameplay experience.
- Conducted iterative playtesting and feedback sessions to fine-tune weapon attributes, damage values, and enemy behaviors, resulting in a satisfying and challenging gameplay loop.
- Developed comprehensive design documentation detailing all gameplay mechanics, systems, and balance considerations, ensuring clarity and coherence throughout the development process.

InSpire (Student Team) - Redmond, Washington   **Aug 2019 - Apr 2020**
Level Designer / Gameplay Designer / Co-Producer
The Monument (Unity) - Third-Person, Action Adventure

- Designed large sections of a semi-open-world game map, balancing gameplay with narrative progression through the implementation of encounters and cutscenes.
- Implemented interactive elements like shops, item drops, and animated cutscenes, enriching player journeys and enhancing overall game immersion.
- Worked closely with a diverse multi-disciplinary team to craft intuitive levels, systems, and content, ensuring a cohesive action-adventure experience.
- Balanced the collective goals and objectives of each team with the project milestones, so neither the project nor a team member was left behind.

EDUCATION

DigiPen Institute of Technology - Redmond, Washington   **Aug 2017 - Apr 2021**
Bachelor of Arts in Game Design – Graduated: April 25, 2021