



GWYDION BRAIN

Game Developer

speciality: level design

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Professional Experience

Contract Level Designer @ Puny Human May 2017 - Nov 2019

Project: Blade Symphony

- Improved game performance and stability across numerous levels.
- Standardized arena maps to new gameplay specifications.
- Integrated a community map to the official map rotation.
- Worked in a small agile team to develop the Harmonius Prelude update.
- Resolved numerous I/O, map logic and visual bugs.
- Oversaw the raw map file repository.
- Standardized compile settings and lighting environments on all maps.

Indie Experience

Lead Developer @ CM13 Dev Team Oct 2018 - Current

Project: Colonial Marines 13

- Open-Sourced the project in 2019 (and wrote maintainer guidelines).
- Developed multiple large format (100+ user) maps and their assets.
- Advanced the project's artstyle and asset standards.
- Wrote significant parts of project setting & backstory.
- Designed in-game ability UX/UI.
- Animated all new particle effects since 2018.
- Hosted numerous community townhalls about the state of the game.

Level Designer @ Corrupted Studios Aug 2016 - Mar 2017

Project: PUNT 2016

- Troubleshooted the tutorial sequence and fixed various bugs.
- Iterated on established architectural style guide.
- Introduced key mechanics in the tutorial level sequence.
- Rendered promotional material for the Steam Trading Card System.
- Modeled early placeholder assets for the mapping team.

Skills

- | | | |
|-----------------------|---------------------------------|--------------------------------|
| • Adobe Suite | • Unity Engine | • Unreal 3, 4, 5 |
| • Source Engine | • Video Editing | • Blueprints |
| • Git Version Control | • Typography & Typesetting | • Source Engine |
| • Level Design | • Node Material/Texture Editing | • Technical & Creative Writing |
| • World Building | • Game Design | • Narrative Design |
| • Irish Tenor Banjo | • General 3D Lighting | • Encounter pacing theory |
| • Google Suite | • Dungeon Mastering | • Game Visual Hierarchy theory |

ABOUT

Delivering authentic, iterated assets, and designs since 2016 in professional and hobbyist environments. From international cabals to small agile dev teams, synergy between production, design, and art is where excellence is achieved.

EDUCATION

College

University of California,
Los Angeles, CA

Bachelor of Arts 2018 - 2022

Major: Design / Media Arts
Minor: Cultural Anthropology

Highschool

Ruth Asawa SOTA,
San Francisco, CA

Discipline: Architecture

Program Specifics

Adobe Suite

- Illustrator
- InDesign
- Photoshop
- Premiere
- After Effects
- Animate
- Fuse
- Acrobat

Programming

- C#
- DreamMaker (DM)
- JavaScript (JS)
- Processing
- p5.js
- HTML 5 + CSS