



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.
- Developed multiple original maps and their unique tile palettes.
- 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 (and ability rating)

Savvy

- Adobe Suite
- Source Engine
- Git Version Control
- Level Design
- World Building
- Irish Tenor Banjo
- Google Suite

Adept

- Unity Engine
- Video Editing
- Typography & Typesetting
- Node Material/Texture Editing
- Game Design
- General 3D Lighting
- Dungeon Mastering

Conversational

- Unreal 4 & 3
- UE Blueprints
- Source 2 Engine
- C#
- p5.js & Processing
- Technical & Creative Writing
- Narrative Design

Skill breakdown

Adobe Suite

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

Programming

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

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