

HELLO, I'M PETE BRISBOURNE

Experienced game designer and developer who crafts worlds and experiences

Information

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Interesting Fact I'm 5ft 10inches tall, which is approximately 28% of a giraffe

Experience

[Indie Designer & Developer](#)

May 2021 - Present

Tobin's Tale

- Developing an innovative game combining point & click style puzzle gameplay with first person mechanics
- Designing and building levels, puzzles, and play spaces using a combination of Blender and Unity
- Extensive use of Unity including animation, animators, timelines, terrain tools, and C# scripting
- Designing world narrative and vibe, translating that and bringing it to life inside gameplay and environments
- Collaborating with remote freelancers providing direction and reviewing work

[Jagex Games Studio](#)

September 2013 - May 2021

Senior Games & Level Designer

Unannounced MMO ARPG (Project cancelled)

- Designed levels and built them using Unreal for a multiplayer ARPG set in the RuneScape universe
- Set up combat encounters, enemy spawners / waves and used blueprints for logic
- Part of a world team, collaborating and supporting other level designers, providing feedback and reviewing work to help improve the overall game
- Designed various gameplay and world features / systems, pitched to leadership, and then collaborated with engineers and artists to develop them
- Ran creative sessions and team brainstorms to translate the direction from the Creative Director into actionable design work
- Pitched various game features to leadership outside world and level design

- Conducted weekly gameplay evaluations of the overall game and actively gave feedback for all aspects of the game
- Helped out with system design, UI wireframes, and mapped out game flows for better project clarity
- Helped build better and more efficient processes and project organisation with the team

[Alexa Project \(Released\)](#)

- Designed the adaptation of a RuneScape quest into a voice controlled adventure game on Amazon Alexa
- Sole designer and wrote the entire script

Workshop

- Sole designer in a micro rapid prototype team. Over a year we made a game each month
- Emphasis on rapid ideation and creation with very little design procrastination
- Extensive use of Unity for level building, balancing, setup, UI...etc

[RS Chronicle \(Released\)](#)

- Devised the idea for a twisty PvP CCG/RPG idea where cards are used to create adventures
- Collaborated with a developer to expand the prototype and prove the idea
- Got the idea green lit by studio leadership and became an integral designer on the project
- Guided development and did tonnes of design work on UI, world design and core game mechanics

Misc

- Dabbled with VR projects, including creating a virtual RuneFest event prototype
- Helped promote products via live streams, live stage shows, interviews, and press tours

[Playdemic Limited](#)

October 2011 - September 2013

Game Designer

- Focused on Facebook and iOS game platforms
- Development of original titles and porting of existing games
- Designed features from concept, documentation, through to guiding implementation, and development review
- Focused on freemium monetisation and social engagement
- Used KPIs and live telemetry to prioritise design and development of features
- Designed UI solutions to best facilitate localisation and international releases

TT Fusion (Owned by TT Games)

2007 - 2011

Game Designer (Level design)

- Designed and built levels for LEGO games on PSP and Nintendo DS
- Quickly learned how to use a proprietary game engine and scripting solutions
- Led small gameplay feature teams
- Performed ongoing reviews of levels and content produced by other designers. Provided constant feedback and iteration
- Worked with IP holders to translate their material in an acceptable way into the LEGO universe (e.g. Harry Potter)

Rockpool Games

2006 - 2007

Game Designer

- First role as designer, working on mobile gaming pre-iPhone / Android (J2ME & Symbian era)
- Designed original titles and translated existing licences to mobile
- Multitasked the design and support of multiple titles in development
- Heavy emphasis on design efficiency and working within strict technical limitations

Rockpool Games & Gizmondo

2005 - 2006

QA

- This was a very long time ago, in a time before Android and Apple phones
- Created test plans tailored specifically for the active platform
- Liaised with developers both locally and internationally

Personal Projects & Skills

- Experience in GameMaker, Unity, Unreal, and Blender
- Proficient in C# scripting and blueprints
- [Lover of game jams](#) (placed 19th for innovation out of 2000+ entries in Ludum Dare 41)
- Occasional judge at BAFTA for the Young Game Designer awards
- Designed and developed physical tabletop games

Education

University of Salford, Manchester

2001 - 2004

- BSc (Hon) Computer and Video Games Development