



NATHAN CHANDLER-GIBSON

Technical Game Designer and Pixel Artist



nathancg.design



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JOB EXPERIENCE



Technical Game Designer
R8 Games Ltd

Oct 2018 – Apr 2019

During my University studies I worked part-time on the low-gravity racer *Formula Fusion* and update *Pacer*, designing and implementing action points on tracks, updating Crafts physic parameters for richer *game-feel*, and aiding in balancing content through QA sessions.

During this time, I've been able to use Git-repository systems (*GitLab*) to work effectively amongst a large team working amongst multiple locations during a fast-iterative cycle.



Functionality Tester
SEGA Europe

Jun 2014 – Sep 2016

Constantly on the hunt for polish, my time in QA taught me how to be more efficient and analytical when designing by directly reproducing, deconstructing, and offering suggestions to issues in AAA titles, such as Creative Assembly's *Alien: Isolation* (2014).

I studied database software for effective bug-management such as *TestTrack* and *Devsuite*, perform sanity checks across platforms per build whilst under scheduled deadlines to ensure each title is released at its highest quality on-time.



Freelance Artist and Designer
Multiple Clients

Oct 2013 – Present

Between my time in retail, I worked as a freelance Artist for Indie teams and passion-projects under the brand *Level2Select*, creating a range of assets for clients online whilst offering Game Design analysis and guidance on how to improve the users experience in their projects.

I taught myself to manage costs, production schedules, produce iterations for client-requirements, and keep myself motivated throughout long-term side projects during work.

Howdy!
I'm a Technical Game Designer and Pixel Artist with experience on both AAA titles and indie projects in game markets, seeking creative team projects where my design skills can be challenged to produce satisfying interactive experiences.

ENGINE SKILLS

Unreal Engine 4
Unity
Game Maker (GML)
ZBrush
3DS Max
Adobe CC

AWARDS AND ACHIEVEMENTS

Professor Leni Oglesby Prize for Achievement 2018

Teesside University

Design Director (Team of 20)

Journeyman - Bounty of the Borderlands

Teesside University

Best Technical Artefact 2018

Arachna Z

ExpoTalent (Teesside University)

Best Technical Artefact 2017

Airplane!!

Expotential (Teesside University)

EDUCATION

Teesside University 2016 – Present

BA (Hons) Computer Games Design

- 14 A Grade Results

Sir George Monoux College 2009 – 2011

Leytonstone Business and Enterprise Specialist School 2004 – 2009

INTERESTS

I take pride in analyzing player psychology and optimizing *game-feel*, leading me to produce mockups and collaborating to dev projects on a regular basis. Most of my time is spent participating in Game Jams with other creative individuals or improving my coding and design skills in personal projects using engines such as UE4.

Outside of design projects, I spend my creative energy taking part in online digital art communities from around the globe, such as daily Pixel Art challenges and Character Illustration events. I ran as Chair for the Student Unions' Game Creation Society to support Guest Lectures from Indie Developers, and I regularly attend UK networking opportunities such as *Gamebridge* and *EGX* to meet likeminded creatives.

REFERENCES

Helen Simm

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Matthew McGrory

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