

Gabriel Madog Joyce

Curriculum Vitae



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“A technical game designer, specialized in creating great-feeling games utilizing rapid iterative prototyping and intuitive design”

Experience

Great Ape Games

Technical Designer | 2020-2022

I worked on 'The Lost Wild', an immersive survival horror game published by 'Annapurna Interactive'.

I was on this project from late pre-production to just after the project was published deal.

As the only designer on the project when I started I had to do a lot of general design work. Including system design, combat design, level design, narrative design, UI design and more.

This was alongside my typical work as a technical designer, creating game mechanics and prototypes in engine within a few different strike teams.

Key Achievement | Helped a Team Refine Their Design and Secure a Publisher

Brain Damage Games

Freelance Developer | 2020

I worked as a contractor for out of my uk LTD company Brain Damage Games. I was contracted by an indie studio called 'Longest Road Studios' for a project called 'Lume' a journey like silent narrative experience..

I helped them turn their narrative ideas and a few assets into a short playable demo, which they took on to pitch.

Key Achievement | Brought a Client's Vision To Life

Studio Gobo

Technical Designer | 2018-2020

I worked on 'Hogwarts: Legacy' in co-development with 'Avalanche Software' and 'Warner Brothers Games'. The majority of my time was spent in a strike team dedicated to improving camera systems.

This included implementing game-wide camera systems as well as R&D into solving complex 3rd person camera issues and pushing the camera work to AAA quality. I also developed gameplay prototypes to prove various gameplay concepts

Key Achievement | Improved Camera In AAA Game

Personal Skills

Rapid Prototyping

Game Feel

Scripting

Game Design

Combat Design

Design Documentation

Scrum Production

Cameras, Characters & Controls

Cross Disciplinary Communication



Technical Skills

Unreal Engine

Unity

Perforce

GitHub

Jira

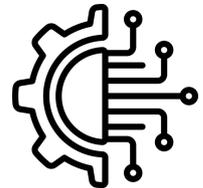
Confluence

Blender

Photoshop

DaVinci Resolve

Google Suite



Education

BUAS

Game Design & Production | 2015-2019

I completed a four-year degree in the Netherlands at Breda University of Applied Sciences. The course was built around project based learning, and our semesters were all game projects, both in groups and as individuals.

BUAS is consistently in the rankings for the top game development schools globally in 'The Rookies' annual list and was ranked #2 in the EU when I graduated