

BRANDON SIMONDS

20218 Archie Briggs Rd • Bend, Oregon 97703
(541) 350-5899 • brandon.h.simonds@gmail.com

VIDEO GAME DEVELOPMENT PROFILE

Veteran **Game Designer** offering over 17 years' experience designing highly successful video games across multiple platforms. Dedicated to ensuring players experience engrossing gameplay through planning and execution of fresh, novel concepts for immersive worlds and engaging gameplay.

Develop innovative environmental content to ensure levels reflect overall game vision and fully exploit game mechanics. Well-versed in leading-edge technologies that enable implementation of groundbreaking concepts that surpass boundaries and forge new frontiers in entertainment. Articulate communicator and team player able to partner with cross-disciplinary technical and creative professionals in rapid turnout of prototypes, proof of concepts and new game titles within intense, deadline-driven environments.

TECHNICAL PROFICIENCIES

Certifications: CCNA, MCSE, CompTIA A+ / Network+ / Server+

Platforms: Unreal Engine, Unity, PC, PlayStation, Xbox, iOS, Android, HTML5

Software: Adobe CS, 3D Studio Max, Autodesk Maya, Perforce, Blueprint, SketchUp, VSS, Perforce, SlickEdit, MS Office, Balsamiq, Git, JIRA, Confluence, Basecamp, Asana, Slack

Programming: C, XML, HTML, CSS, Proprietary scripting languages

EDUCATION

Bachelor of Science in Information Technology (2003)

UNIVERSITY OF PHOENIX – Phoenix, Arizona

PROFESSIONAL EXPERIENCE

SENIOR GAME DESIGNER, INDEPENDENT CONTRACTOR, Bend, Oregon, 2010 – Present

Titles: *Days Gone (PS4), Uncharted: Golden Abyss (Vita), Gremlins Gizmo (Wii), Devil May Cry HD Collection (PS3, X360), Multiple Mobile (iOS/Android), Multiple Gamification & Monetization (Mobile/Web)*

I am an accomplished game designer and industry veteran who has contributed to a wide variety of projects across multiple genres and platforms. I have previously delivered levels, creative writing, game mechanics, combat, and prototypes. I excel at user experience, user interfaces, gamification, monetization, and F2P design methodologies. Depending on a client's needs, I have also previously delivered:

- ◆ Documentation: GDD, TDD, story, research, text, and localization.
- ◆ Deliverables: RTM, vertical slices, demos, and prototypes.
- ◆ Production: content, levels, scripting, layout, flow, and world population.
- ◆ New IP: pitch documents, research and development, and mockups.

LEAD DESIGNER, IDOL MINDS, Louisville, Colorado, 2008 – 2009

Titles: *Pain (PS3), Unpublished (PS3)*

Guided full life cycle design and development of emerging video game titles. Devised prototypes, proof of concepts and intellectual property pitch documents to secure publishing contracts for new titles. Delivered concept presentations and reported on progress of ongoing projects to studio leadership. Liaised with artists and programmers in execution of creative and technical development strategies. Designed and modified game world

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and levels, ensuring gameplay reflects overall game vision and mechanics. Conducted focus tests and usability studies, altering development strategies based on analysis of results. Drafted and maintained records of design documentation, and compiled asset library. Created, monitored and tracked production schedule. Trained and coached junior designers, and formulated training materials.

Key Achievements:

- ◆ Skillfully utilized real-time world editors and advanced physics modelers across a .NET platform in a fast-paced agile environment.
- ◆ Integral contributor to 90% of all new intellectual property.
- ◆ Steered design and execution of first online modes for *Pain*.
- ◆ Orchestrated development and implementation of in-game level editor from the ground up.

GAME DESIGNER, SONY COMPUTER ENTERTAINMENT AMERICA, Bend, Oregon, 2004 – 2007

Titles: *Syphon Filter: Logan's Shadow (PSP, PS2)*, *Syphon Filter: Dark Mirror (PSP, PS2)*

Contributed extensively to design and delivery of engaging video games and levels. Collaborated daily with a highly creative, cross-disciplinary team of artistic and technical professionals. Utilized 3D Studio Max and proprietary scripting tools to develop levels. Conducted testing and optimization of levels for memory, frame-rate and quality. Authored and updated game, level and scripting documentation. Drafted mission descriptions, objectives and dialogue. Scripted complex gameplay scenarios, interactive cinematics and AI behaviors. Maintained database tracking game design feedback and bugs. Facilitated hands-on training sessions and developed informational materials on level editor, development tools and procedures.

Key Achievements:

- ◆ Consistently remained ahead of schedule and exceeded production deliverables under tight timelines.
- ◆ Drove design and deployment of PSP E3 launch demo for *Syphon Filter: Dark Mirror*.
- ◆ Coordinated usability testing and enhancement of development tools, leading to significant improvements in department efficiency.
- ◆ Partnered with art, programming and QA departments to streamline production cycle.

LEVEL DESIGNER, RITUAL ENTERTAINMENT, Dallas, Texas, 1999 – 2002

Titles: *SiN v1.11 (PC)*, *SiN Tournament (PC Mod)*, *SiN Arena (PC Mod)*

Designed new game levels and mods to existing levels optimized for Internet distribution. Partnered with producers and developers to integrate new gameplay into finished product. Maintained and tracked internal bug database.

Key Achievements:

- ◆ Adeptly designed and delivered several online multiplayer levels as part of a small global community of designers able to create levels utilizing Ritual's SiN level editor.
- ◆ Skillfully utilized a variety of tools to design, construct and implement levels and mods.

* * *Honorable Discharge – United States Air Force* * *