

# Benjamin Gibbons

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<https://www.bengibbons.design/>

## Profile

- A focused and dedicated Level 6 BSc (Hons) Computer Games Design student currently based in Crewe, Cheshire and studying in Stoke-on-Trent at the University of Staffordshire.
- A leading member of the ‘1UP’ team which won ‘Best Arcade Game’ and was shortlisted for ‘Best Puzzle Game’ at the TIGA Awards 2023, shortlisted for ‘Best Social Game’ at the TIGA Awards 2024).
- Committed to a successful career in the games industry (graduating in May 2025), making a tangible difference on projects that align with my interests and allow me to further my existing skills.

## Qualifications

<b>BSc (Hons) Computer Games Design</b>	<b>2025</b>
<ul style="list-style-type: none"><li>• Studying at University of Staffordshire, Stoke-on-Trent</li><li>• Averaged 83.33% across all my Level 5 modules</li><li>• Averaged 81.00% across all my Level 4 modules</li><li>• Member of the TIGA award-winning ‘1UP’ team</li></ul>	
<b>BTEC Level 3 Creative Media Practice 1080</b>	<b>2022</b>
<ul style="list-style-type: none"><li>• Based at Cheshire College South and West, Crewe</li><li>• Awarded Distinction* Distinction* Distinction (160 points)</li><li>• Highest performing student within group</li></ul>	
<b>BTEC Level 3 Creative Media Practice 540</b>	<b>2021</b>
<ul style="list-style-type: none"><li>• Based at Cheshire College South and West, Crewe</li><li>• Awarded Distinction (48 points)</li><li>• Highest performing student within group</li></ul>	
<b>GCSEs</b>	<b>2020</b>
<ul style="list-style-type: none"><li>• 8 x GCSEs including English Language (6), Maths (5) and Physics (5)</li></ul>	

## Experience

<b>2024</b>	
<ul style="list-style-type: none"><li>• Game Designer/Tech Designer (Snappy Gurus)</li><li>• Lead Game Designer (1UP)</li><li>• Game Designer/QA Tester (1UP)</li></ul>	<div>TBA</div> <div>MechHead</div> <div>Disc-Go!</div>
<b>2023</b>	
<ul style="list-style-type: none"><li>• Game Designer (1UP)</li><li>• Game Designer (1UP)</li></ul>	<div>MechHead</div> <div>Mental Block</div>

# Skills

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## Game design and development software

- Unreal Engine 4 and 5
- Rider
- Autodesk 3DS Max
- ZBrush
- Adobe Photoshop
- Adobe Premiere
- Substance Painter
- Unity
- MotionBuilder
- Microsoft Office Suite

## Games prototyping

- Visual scripting of mechanics and events
- C++ for Unreal
- User interface design
- Bug testing and resolving

## Design documentation

- Pixel mapping
- Bubble mapping
- Beats and pacing
- Quick pointing
- Balance graphing
- Mechanic diagrams

## Other skills

- Verbal communication
- Presenting and demonstrating
- Team building
- Project planning
- Motion capture
- Problem-solving
- User-centred design

# Achievements

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## TIGA Games Industry Awards 2024

SHORTLISTED – Best Social Game for ‘Disc-Go!’

- My role was game designer and QA testing

## TIGA Games Industry Awards 2023

WINNER – Best Arcade Game for ‘MechHead’

- My role was to design a set of perks for the player

SHORTLISTED – Best Puzzle Game for ‘Mental Block’

- My role was to design levels across all themes

# Interests

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When not playing, designing, discussing or generally thinking about video games, my other interests include hiking, travelling, music, comedy, film, table tennis, comics and caring for my dog.

# Portfolio

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Examples of my games design work can be found at: <https://www.bengibbons.design/>

# Referees

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Referee contact details available on request.