Ben Gibbons

TIGA Award-winning game designer and technical designer

Profile

A focused and analytical game designer and technical designer, I love prototyping new ideas and supporting other people on my project teams.

I was a leading member of the **1UP** team which won **Best Arcade Game** and was nominated for **Best Puzzle Game** at the TIGA Games Industry Awards 2023.

I was also a key member of the **1UP** team nominated for **Best Social Game** at the TIGA Games Industry Awards 2024.

I am committed to a creatively and commercially successful career in the games industry and 'making the difference' on projects that align with my interests and skills.

Skills

Game design and development software

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

Games prototyping

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

Design documentation

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

Other skills

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

Achievements

= FINALIST 2023 =
TIGA GAMES INDUSTRY AWARDS
Best Puzzle Game for
Mental Block

= WINNER 2023 =
TIGA GAMES INDUSTRY AWARDS
Best Arcade Game for
MechHead

= FINALIST 2024 =
TIGA GAMES INDUSTRY AWARDS
Best Social Game for
Disc-Go!

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