

# Glenn Gamble | Game Designer

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## Objective

I am a Designer with over 10 years of experience in the console and mobile markets who is looking for position at a top studio where I can be as creative as I can be. I enjoy learning from others, and come up with unique solutions to complex problems. My goal is to aid in moving the medium forward by making *great games*.

## Skills

- System and Combat Design
- Level Design and Polishing
- New Product Design
- New Engine Tool Design
- Mobile Game Design

## Programs

- Experienced in Leading and Training Team Members
- User Interface design
- Effects and Environmental Art
- Game PR and Media
- Proficient in: Infernal Engine, 3D Studio MAX, Photoshop, After Effects, MS Office, 3D Printing
- Familiar with: ZBrush, FumeFX, RayFire, Corona, Sketch Up

## Recent Professional Experience | Game Design

My employment history has been over 10 years at *Terminal Reality*, where I was also allowed to work on side projects.

### Unnamed Current Project

**Title: Creative Lead**

**Company: Terminal Reality**

**March 2013- present**

- Conceived a new original game pitch.
- Designed prototype including mechanics, tutorial, and level layout.
- Wrote GDD.
- Work with programmers to create new tools and functions for the team.
- Maintain vision and team direction.
- Prototype has been picked up for production, awaiting budget approval.

### Brain and Zombie

**Title: Designer, Artist**

**Company: Fractal Fox**

**Release: February 2013**

- Game has been backed by Chillingo to be promoted in the Samsung store.
- Conceived, created, designed, and released an independent IOS game.
- Designed mechanics, levels, enemy behaviors, hat power ups, and store.
- Wrote dialog for game and opening sequence.

### AMC's Walking Dead

**Title: Senior System**

**Designer, Principal FX artist**

**Company: Terminal Reality**

**Release: March 2013**

- Part of the design team working on FPS mechanics and combat.
- Aided with Quaint Town and Supply Stop levels.
- Aided in level design and polish.
- Aided in games PR campaign with interviews and articles.
- Responsible for all player driven FX, and oversaw FX for the rest of the game.

### Star Wars Kinect

**Title: Jedi Combat**

**Designer, Senior**

**Environmental/FX Artist**

**Company: Terminal Reality**

**Release: April 2012**

- Primarily served as part of the design team working in Jedi mode.
- In Jedi mode I was responsible for force powers mechanics.
- Part of the design team creating player controls for Rancor Rampage mode.
- Designed the gameplay and stress tested systems for the destructible builds for Rancor Rampage.
- In Pod Racer I designed and prototyped power ups and track event systems.
- Designed saber creation mode, as well as several self contained minigames.

### Team Fortress 2

**Title: Contributor**

- Submitted close to 50 models with game play to aid in the games

**Company: Valve**  
**Release: October 2011**

- devolvement.
- Several models were picked by Valve and added to the game.

**Def Jam: Rap Star**

**Title: Senior FX Artist**

**Company: Terminal Reality**  
**Release: October 2010**

- Mentored a new team to get up to speed on the technologies of the engine.
- Helped create the vision for the menus, UI, and song system of the game.
- Set up functionality for the menus for the artist to easily use.
- Was paired with a programmer to design beat reactive effects and shaders.

**Ghostbusters:**

**The Video Game**

**Title: Environmental Lead,  
Senior FX Artist**

**Company: Terminal Reality**  
**Release: June 2009**

- Designed and implemented all aspects of the proton pack, including: the factuality, upgrades, art, FX, integrated UI, and animations.
- Helped design and create on screen UI with commentary gear base UI.
- Was paired with a programmer to create next gen material shader system for the artist and then roll it out to the team.
- Was paired with a programmer to design next gen Effects engine.
- Did heavy prototyping design for the core game's green light build.
- Helped design the golems and required tech for the game.
- Helped design the Times Square, Mandala, Parade, Lost Island Escape, and Stay Puff boss fights levels.
- Appointed Acting Environmental Lead until a permanent Lead was hired.
- Managed 12 artists and successfully delivered art assets on schedule.
- As Lead, I set up art best practices which were adopted into Star Wars.
- Set up, documented, and maintained art outsourcing pipeline.
- Aided in games PR campaign with interviews and articles.

**About Me**

- I graduated in 2003 with a Bachelors of Game Art and Design and with Highest Honors from the Art Institute of Phoenix.
- I have 10 shipped titles, several cancelled projects, and a movie to my name.