BRANDON SIMONDS

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VIDEO GAME DEVELOPMENT PROFILE

I am a veteran Game Designer offering over 23 years' experience designing highly successful video games across numerous platforms, genres, and technologies. I enjoy crafting engaging experiences that are satisfying and memorable. I will tirelessly advocate for the player. Creative expression motivates me. Best idea wins.

TECHNICAL PROFICIENCIES

Platforms:	PC, Mac, PlayStation, Xbox, Nintendo, Handhelds, Mobile, Web, VR, XR, AR
Engines:	Unreal, Unity, Proprietary
Software:	Adobe CS, 3D Studio Max, Autodesk Maya, Perforce, Blueprint, SketchUp, VSS, Perforce, SVN, MS Office, Balsamiq, InVision, Git, JIRA, Basecamp, ClickUp, Discord
Programming:	C, XML, HTML, CSS, Proprietary scripting languages
Certifications:	CCNA, MCSE, CompTIA A+ / Network+ / Server+

EDUCATION

Bachelor of Science in Information Technology (2003)
UNIVERSITY OF PHOENIX – Phoenix, Arizona

SERVICE

United States Air Force (Protected Veteran)

PROFESSIONAL EXPERIENCE

DESIGN DIRECTOR, SOMA GAMES, 2017 – Present

Titles: *The Lost Legends of Redwall: The Scout* **(PC, Consoles),** *The Lost Legends of Redwall* **(iOS, Android),** *The Lost Legends of Redwall: Feast & Friends* **(iOS, Android),** *Escape The Gloomer* **(iOS, Android, Alexa),** *Unannounced* **(VR)**

I oversee the design and development of multiple projects, both in-house and external. Some of my responsibilities include:

- New IP development.
- Managing the design team
- Ensuring optimal player experience across multiple projects
- Collaboration with external developers
- Liaising with publishers
- Training and mentoring designers
- Research and development with market analysis
- Content creation (levels, narrative, etc.)
- Live operations, analytics, and reports

SENIOR GAME DESIGNER, INDEPENDENT CONTRACTOR, 1999 – Present
Titles: *Days Gone* **(PS4)**, *Uncharted: Golden Abyss* **(Vita)**, *Gremlins Gizmo* **(Wii)**, *Devil May Cry HD Collection* **(PS3, X360)**, *SiN* **(PC)**, *Multiple Mobile Apps & Games* **(iOS/Android)**, *Multiple Gamification & Monetization Projects* **(Mobile/Web)**, *Leave the Nest, vCoder Labs* (VR)

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, 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 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.

GAME DESIGNER, SONY COMPUTER ENTERTAINMENT AMERICA, 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.