

# SCOTT BREBNER

Game Designer

I am an award-winning game designer with a background in medical technology. My skillset is highly versatile from working on a broad range of digital media; from back-end scripting to front end design. I am a confident leader who greatly enjoys working with teams of passionate people on projects of both local and global influence. I am looking for varied and challenging work that is creatively stimulating and emotionally rewarding.



Brighton, England



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## Proficiency Shortlist

- Unity (Expert)
- Unreal Engine (Beginner)
- Adobe Creative Suite
- C#
- Illustration
- Notion/JIRA/Asana/Click-Up



## Relevant Work Experience

### Game Designer & Narrative Lead

*Dream Harvest, Brighton, United Kingdom*  
2019-Present

Dream Harvest in an independent game studio consisting of a small team of elite developers. I entered the company as the technical designer and took on responsibilities of game and level design as well. For our second title, I took on the role of Lead Narrative Designer as well. My accomplishments in this role included:

- Designing, implementing, and iterating core content (units, constructs, upgrades, abilities, player progression, NPC interactions, etc.).
- Designing, implementing, and iterating both single and multiplayer levels across multiple game modes.
- Narrative design, writing and editing.
- Quality assurance.
- Community engagement.

### Game Designer

*Exsurgo Rehab Ltd., Auckland, New Zealand*  
2017-2019

Exsurgo Rehab Ltd. consisted of a small team developing experimental medical technology. As the company's sole game designer, I was required to be incredibly versatile. I managed all aspects of the software development pipeline for several games and applications. My accomplishments in this role included:

- Designing, implementing, and iterating initial concepts.
- Designing system architecture, user flow wireframes and writing all scripts.
- Rapid prototyping, problem solving and debugging.
- Building and maintaining a working relationship with medical researchers to improve our systems' functionality and accessibility.
- Creating all visual assets for projects as well as promotional images and motion graphics animations.
- Conducting user testing sessions with members of the community and processing results.

### Tutor

*Victoria University of Wellington, Wellington, New Zealand*  
2015-2016

### Research and Development Internship

*Oriental Light and Magic, Tokyo, Japan*  
2014



## Qualifications & Awards

### **Master of Design Innovation with Distinction**

Victoria University of Wellington, Wellington, New Zealand  
2017

12-12: A Physiotherapeutic Rehabilitation Game for Older Adults Recovering from Stroke

### **Cumulus Hong Kong Thesis Presenter**

Hong Kong Design Institute, Hong Kong Island, Hong Kong  
2016

### **MedTech CoRE Research Grant**

2015

### **Sasakawa Young Leaders' Fellowship Fund (SYLFF) Scholarship and Membership**

2015

### **Know Your Mind Design Faculty Representative**

2015

### **Victoria University Master's Thesis Scholarship**

2015

### **Victoria University Sustained Excellence in Design Award**

2014

### **Victoria University of Wellington Dean's List**

2012-2014

### **Victoria Plus Award (volunteering)**

2012-2014

### **Victoria University Excellence Scholarship**

2012



## References

### **Milcho Milchev**

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### **Richard Little**

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