



NEIL DUNCAN

VIDEO GAME DESIGNER & PRODUCER



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SUMMARY

I am a video game Designer and Producer currently based in Dundee, Scotland. I graduated with a 2:1 BA Hons in Game Design and Production Management from Abertay University in 2015 and have experience working as a Designer and Producer on a number of video game projects. I am currently enrolled in the Professional Masters in Games Development programme at Abertay University, due to graduate in September of 2017.

GAME TITLES & WORK EXPERIENCE

IMAGIBOTS (2016) - PRODUCER

www.neilduncan.net/portfolio/imagibots/

Imagibots was a collaborative project to produce a playable prototype in conjunction with BAFTA for the winner of a Young Game Designer Award.

- ❖ Managed a team of five
- ❖ Created schedules
- ❖ Assigned tasks
- ❖ Communicated with the client
- ❖ Ensured that the team successfully delivered a fully functioning prototype

GAMINGLIVES - VOLUNTARY WRITER (JANUARY 2016 TO NOVEMBER 2016)

- ❖ Production of formal game reviews
- ❖ Production of informal written let's plays

XBLGAMERHUB - VOLUNTARY WRITER (AUGUST 2015 TO NOVEMBER 2015)

- ❖ Production of game opinion pieces
- ❖ Regular production of news pieces

NHS HEALTH SCOTLAND - VOLUNTARY SOCIAL MEDIA ANALYST (AUGUST 2015)

- ❖ Performed a support role for the corporate communications and engagement team
- ❖ Performed calculations to determine social media engagement
- ❖ Suggested strategies to improve social media engagement

ECHOES (2015) - SOLE DEVELOPER

www.neilduncan.net/portfolio/echoes/

Echoes is a short interactive vignette exploring loss after the death of a loved one. It is an attempt to convey emotion through gameplay and visual design.

- ❖ Concept Creation
- ❖ Level Design
- ❖ In-Engine Implementation

THE STORY MECHANICS - THE 39 STEPS - QA & TESTING (2011)

store.steampowered.com/app/234940/The_39_Steps/

- ❖ Created and ran test cases
- ❖ Logged bugs

KEY SKILLS & TECHNICAL EXPERIENCE

- Project Management, Team Management, Studio Management, Scheduling, Organisation, Waterfall, Scrum, Agile Development, Level Design, Quality Assurance, Test Cases, Game Testing, Game Design, Level Design
- Microsoft Office, Autodesk Maya, Photoshop, Illustrator, Premiere Pro, Unreal Engine, Unity, Git, Trello, HacknPlan, Jira

EDUCATION

Professional Masters in Games Development, Abertay University (2016 to Present)

2:1 Bachelor of Arts with Honours, Game Design and Production Management, Abertay University (2011 - 2015)

REFERENCES

Available on Request