

BRANDON ECCLES

GAME DESIGNER

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Brossard, Quebec



SUMMARY

I'm a game designer with two AEC diplomas in design and an RNCP Level 7 certification. I've contributed to various projects, honing my skills in both solo and team environments. Passionate about creating immersive experiences, I'm organized, punctual, and dedicated to excellence in every phase of the design process.

EDUCATION

ISART Digital 2020 - 2024

RNCP Level 7 (Masters) - Lead Game Designer

ISART Digital 2022 - 2024

AEC LEA.DS - Video Game Product Design

ISART Digital 2020 - 2022

AEC NWE.05 - Design of Video Game Mechanics

SKILLS

Language

English - Mother Tongue | French - Fluent

Design

Game, Level, Narrative, Economic, System, UI / UX

Engines & Software



Unity



Unreal



Atlassian



Github



Perforce



Visual Studio



Adobe CC

EXPERIENCE

Designer & Project Manager Jun 2023 - Aug 2023

Godspeed Interactive

- Develop and refine game concepts and mechanics.
- Develop project timelines, manage resources, and mitigate risks.
- Lead cross-functional teams for effective collaboration.

Narrative & Level Designer May 2022 - Mar 2023

Dream Plots

- Imagined and designed narrative elements.
- Creation of custom character sheets and their stats.
- Conceptualized and established levels consisting of tiled maps.

Clerk Sep 2019 - Oct 2022

Costco Wholesale

- Responsible for proper rotation of perishable goods.
- Checked and assured proper receiving of goods from trucks.
- Tasked with upholding great customer service for members.

PROJECTS

Rapture 2024

Lead Designer & Project Manager

Rapture is a movement shooter, drawing inspiration from Doom and set in a futuristic Middle Eastern world. Control a cyborg awakened from stasis with the purpose of destroying a rogue AI.



Geo Trio 2022

Lead Game Designer

Geo Trio is a side-scrolling action game where players randomly control one of three unique characters. Developed in four days during a game week at ISART Digital, the goal is to navigate the correct path and avoid enemies.



Drift Rockets 2022

Game & Level Designer

Drift rockets, is a project where our team was tasked to create a unique control scheme. My team and I designed our controls using the features available on a PS5 controller.