

# Jesse Givens

## Junior Gameplay & Narrative Designer

### Contact

[Portfolio](#)

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### Program Skills

Unreal Engine 4 - Intermediate

Unity Engine – Beginner

Twine - Intermediate

Audacity - Advanced

Adobe Premiere Pro -

Intermediate

FL Studio - Intermediate

Maya - Beginner

Microsoft Package - Advanced

### Key Skills

Strong grasp on game design

Perceptive in market research

Proficient in music theory

Detail Oriented

Narrative Writer

SCA sword fighter

### About me

Recently graduated from LaSalle College Vancouver, I gained proficiency in Unreal and Unity engines. I was the lead designer on games such as WarpShot, Mercenary Lord, Hollow, and Virtuoso. My primary goal is to create games that connect with players through a mixture of flawless gameplay design, and top tier narrative design.

### Education

Game Art & Design Diploma • **LaSalle College Vancouver**

March 2019 – September 2021

- Created several games on a tight schedule
- Wrote the stories for three games, two being CYOA.
- Participated in two Global Game Jams
- Learned to work both on my own and as a group
- Developed a strong sense of vision and scale

### Projects

- WarpShot  
Adventure/Platformer • Unreal Engine 4 • Gameplay Designer
- Carnophobia  
Horror Game • Unreal Engine 4 • Level Designer
- Virtuoso  
CYOA/Dating Sim • Twine • Narrative Designer

### References

[Available upon request.]