

Gareth Bourn

Lead Designer

On Request

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Brighton, UK

Career Summary

- 11 Years design experience.
- 15 Years industry experience.
- 12 Shipped titles.
- 8 Full development cycles.
- Team builder, manager and mentor.
- 3rd Party and proprietary expert.
- Adaptable, professional and amicable design evangelist.

Personal Statement

Ever since the challenge of a lifetime, releasing No Man's Sky as the only designer on the then tiny team of 10 at Hello Games, I have been on a quest to translate my position in that flat hierarchy into a director level role in the AA/AAA space.

Studio: BULKHEAD.
Role: Lead Designer.
Title: Transformers: Reactivate.
Duration: August 2022 - Present.
Responsibilities: Driving studio deliverables, managing multidiscipline design team, GDD creation, scoping, estimating, and tasking features.

Studio: Hangar 13.
Roles: Principal World Designer, Senior World Designer.
Titles: Project Volt, Mafia.
Duration: January 2020 - August 2022.
Responsibilities: Authoring world GDD, owning and driving world content design, technical design, level design, mission design and mentoring.

Studio: Cloud Imperium Games.
Roles: Senior Live Designer, Technical Artist, Live Designer.
Title: Star Citizen Persistent Universe.
Duration: December 2016 - December 2019
Responsibilities: Documentation, Technical Content/Art design and implementation and tooling.

Studio: Hello Games.
Role: Designer.
Titles: No Man's Sky, The Last Campfire, Joe Danger: Touch, Infinite, 2, Special Edition.
Duration: April 2011 - October 2016.
Responisbilities: Game design, level design, technical design, systems design, UX design, media assests and QA Management.

Studios: Lionhead Studios + Testology + EA
Roles: QA Assistant Lead, Senior QA Tester, QA Tester.
Titles: Fable: The Journey, III, II, DLC, Fifa 11, Little Big Planet, DJ Hero 1, 2, Karaoke Revolution.
Duration: March 2008 - April 2011.
Responisbilities: QA Management, training, QA Documentation, QA process. bug entry.

Academia

I have guest lectured at Harvard GSD Cambridge, Massachusetts, and Future Works, Manchester. I've also given work shops for both Brighton MET and Imagine Film Festival. I enjoy sharing my wealth of knowledge not just with professionals, my team and with peers, but with the future of our industry too!

Portfolio

garethbourn.carbonmade.com

