

Keano Raubun

Game Designer

Apeldoorn, The Netherlands

mail@keanoraubun.com

<http://keanoraubun.com>

Education

Bachelor of Engineering in Design & Production, NHTV Breda

September 2011 – July 2015

Graduated Cum Laude

Shipped Titles

Action Henk (PC/PS4/Xbox One) // RageSquid // Level Designer

September 2014 –

- Responsible for level creation; from concept to implementation in Unity.
- Made a total of 33 levels.

January 2015

Employment

Teaching Assistant // NHTV Breda

December 2015 –

- Assessing student work and providing constructive feedback to guide them in their studies.

July 2016

Relevant Work Experience

Lordbound // Lead Narrative Designer & Writer

2013 -

- Collaborating with world & level designers to create a world adhering to the lore of *The Elder Scrolls*.
- Writing characters, dialogue and quests.
- Gameplay scripting; encounters, scenes, scripted events and quests
- Managing and guiding other narrative designers

Present

Icebreakers ++ (PC) // Project Manager & Lead Designer

- Created an experimental game concept and oversaw execution.
- Managed a team of 12 people.

2013 – 2014

Cuttlerift (PC) // Project Manager & Lead Designer

- Created a multiplayer game concept and oversaw execution.
- Co-managed a team of 21 people during the game's development.
- Designed and build a multiplayer level in Unity using a modular kit

2013

Tank Takeover (PC) // Lead Designer

- Created a multiplayer game concept oversaw execution.
- Managed and participated in quick iterative testing sessions and adjusted the game design accordingly.

2012

Geomancer (PC) // Lead Designer

- Created a multiplayer game concept and oversaw execution.
- Utilized paper prototyping in collaboration with two other designers to test and tweak the game before implementation.

Volunteer Work

GDC Europe 2013/2016

- Participated in volunteer program and was responsible for monitoring the speaker sessions in-progress.

Skills

Core Design skills:	Professional proficiency:	Game Engines:	Basic understanding of:
Game Design	Adobe Photoshop	Unity	C#
Narrative Design	Autodesk Maya	UDK	Papyrus (Creation Kit)
Level Design	Microsoft Office	Creation Kit (Skyrim)	Blueprints (Unreal)

Languages

I am fluent in both Dutch and English.

Hobbies & Interests

- Modding games and cracking bad jokes.
- Playing video games; primarily RPGs, (multiplayer) shooters, and action-adventure games.
 - Favorite series include: *The Elder Scrolls*, *Fallout*, *Metal Gear Solid*, *Counter-Strike: Global Offensive*, *Planescape: Torment*, *Destiny*, and *Dark Souls*.