

# Keano Raubun

Game & Narrative Designer

Utrecht, The Netherlands

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<http://keanoraubun.com>

## Education

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**HBO Bachelor of Engineering in Design & Production, NHTV Breda** September 2011 – July 2015  
Graduated Cum Laude

## Shipped Titles

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**Marvel's Avengers (PC/PS4/Xbox One)** April 2017 – November 2020

- Responsible for the design, writing and scripting of story campaign, social hubs and post-game multiplayer content in Marvel's Avengers.

**Action Henk (PC/PS4/Xbox One) // RageSquid // Level Designer** September 2014 – January 2015

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

## Employment

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**Narrative Designer // Nixxes Software** May 2019 - Ongoing

- Responsible for everything narrative-related: from writing cutscenes, to mission dialogue, character banter, and the implementation of the aforementioned.

**Game Designer // Nixxes Software** April 2017 – May 2019

- Responsible for the design and scripting of story campaign, social hubs and post-game multiplayer content in Marvel's Avengers.

**Teaching Assistant // NHTV Breda** December 2015 – July 2016

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

## Relevant Work Experience

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**Lordbound // Lead Quest Designer & Writer** 2013 - Present

- 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

**Icebreakers ++ (PC) // Project Manager & Lead Designer** 2013 – 2014

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

**Cuttlerift (PC) // Project Manager & Lead Designer** 2013

- 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

**Geomancer (PC) // Lead Designer** 2012

- 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.
- Nominated for Dutch Game Award 2012.

## Volunteer Work

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### GDC Europe 2013/2016

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

## Skills

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Core Design skills:	Game Engines:	Professional proficiency:	
Game Design	Unity	Adobe Photoshop	C#
Narrative Design	UE4	Autodesk Maya	Papyrus (Creation Kit)
Level Design	Creation Kit (Skyrim) Hammer	Microsoft Office	Blueprints (Unreal)

## Languages

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I am fluent in both Dutch and English.

## Hobbies & Interests

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- 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*, *Half-Life*, *Counter-Strike*, *Golden Sun*, *Dark Souls*.