Keano Raubun

Game & Narrative Designer

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SHIPPED TITLES
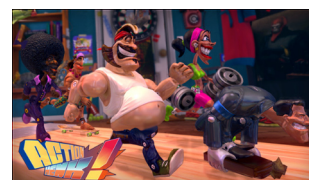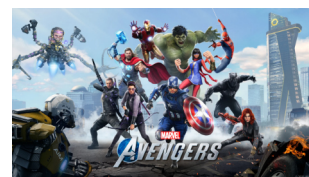
MARVEL'S AVENGERS (PC/PS4/XBOX ONE)

APR 2017
AUG 2021

Responsible for the design, writing and scripting of story campaign, social hubs and multiplayer DLCs in **Marvel's Avengers** using a proprietary game engine.

ACTION HENK (PC/PS4/XBOX ONE)

SEP 2014
JAN 2015

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

EMPLOYMENT

SENIOR NARRATIVE DESIGNER – 9 Lives Interactive

SEP 2022
ONGOING

Responsible for world building and overall narrative experience in **Nyan Heroes**. Character backgrounds, lore. Designed competitive multiplayer levels in collaboration with 3D artists.

NARRATIVE DESIGNER – Nixxes Software

MAY 2019
SEP 2022

Responsible for everything narrative-related: from writing cutscenes, to mission dialogue, character banter, and the implementation of story content in **Marvel's Avengers.**

GAME DESIGNER – Nixxes Software

APR 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

DEC 2015
JULY 2016

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

LEVEL DESIGN INTERN – RageSquid

SEP 2014
JAN 2015

Internship during my game design bachelor at Breda University. Designed 33 levels for **Action Henk.**

Languages

- Dutch (Native)
- English (Bilingual Proficiency)

Skills

CORE DESIGN SKILLS:

- Game Design
- Narrative Design
- Level Design
- Mission scripting

GAME ENGINES:

- Unreal Engine
- Unity
- Creation Engine
- ...and many more!

TECHNICAL SKILLS:

Unreal Blueprints and other equivalent visual scripting languages.

Education

SEPTEMBER 2011 – JULY 2015
HBO Bachelor of Engineering in Game Design & Production
Breda Universty of Applied Sciences (BUas)