

BRENT DISBROW | DIRECTOR

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[Email](#) | [LinkedIn](#) | [Portfolio](#)

PROFILE

Creative, analytical design leader, passionate about creativity, collaboration and building exceptional games.

Track record in large and startup game studios delivering titles across Sports, FPS, Action-Adventure, RTS and Strategy categories on console, online and mobile platforms.

Accomplished in combining the creative process with commercial, budgetary and IP goals on both new IP and multi-year franchise titles.

KEY SKILLS

Director	Designer	Leader
Vision Building + Collaboration	Feature Creation + Design	Leadership + Team Building
Franchise + New IP Development	Mission + Campaign Building	Publisher Relations
Balance Creative + Market Goals	Character Design + Building	Skilled Collaborator
Strategic Prioritization	Mobile + Console Experience	Experienced Mentor

EMPLOYMENT

Endless Play

2021 – Present

PRINCIPAL

Providing game studios with game and creative design services.

BKOM Studios

2022 – Feb 2023

GAME DIRECTOR

Worked with a talented group of folks to build out several demos and a first playable slice for a cool game concept. Consulted on other titles within BKOM's development portfolio.

Relic Entertainment

2015 – 2021

GAME DIRECTOR – COMPANY OF HEROES 3 / SENIOR DESIGNER – DAWN OF WAR III

Led a diverse group of designers and creatives to deliver two beloved strategy game sequels.

COMPANY OF HEROES 3 (2023)

- Collaboratively built the creative vision, game pillars & the feature set, working with the team and our dedicated players
- Assembled the Design team, hiring both new & experienced folks and enabling leaders
- Led the team through pre-production
- Drove the design & implementation of the new Strategic Campaign Map feature set as well as other innovative features that haven't been announced yet
- Worked with our community on an ongoing basis to validate & iterate on our designs

DAWN OF WAR III, PC (2017)

- Senior Design, directed the SP Campaign team, working closely together with all disciplines
- Designed campaign-focused gameplay systems
- Built a design team for the campaign, mentoring junior designers
- Led the design side of AI development for the game, both SP & MP

Nine Tail Studios

2011 – 2014

CREATIVE DIRECTOR

Responsible for creation, development & design of internal & external projects. Built & led a multi-discipline team of 18, performing planning, iteration & quality reviews on Monsters Rising, a AAA 3rd person strategy iOS title, built in Unity. Led all creative pitches with publishers on new & licensed IP.

MONSTERS RISING, iOS (2012 - 2013)

Smoking Gun Interactive

2008 – 2010

DESIGN DIRECTOR

Developed new IPs & created licensed IP pitches. Presented on publisher tours. Built, managed & mentored a multi-product design team. Worked extensively with Unreal Engine. Designed, iterated & tuned gameplay mechanics on all products. Developed multiple titles for the new Kinect technology prior to its market release.

UNTITLED KINECT PROTOTYPE (2010)

20,000 LEAKS - KINECT ADVENTURES (2010)

'X' (UNRELEASED PC, XBOX 360 TITLE) (2008 – 2010)

High Moon Studios

2003 – 2008

SENIOR GAME DESIGNER

THE BOURNE CONSPIRACY, PS3 & XBOX 360 (2005 - 2008)

DARKWATCH, PS2 & XBOX (2003 - 2005)

Electronic Arts Canada

1997 – 2002

GAME DESIGNER, ASSOCIATE PRODUCER

UNRELEASED CHARACTER ACTION PROTOTYPES (2002)

ALL FIFA TITLES (1997-2001)

GAMES INDUSTRY SPEAKING & MENTORING

Vancouver Film School, 2011 – present

- Game design mentor on multiple Graduate Projects

Game Developers Conference, 2006

- **Co-Speaker**, Scaring the Beejezus out of the Player in an FPS