BRENDAN DUTTON



Design Innovation

Contact

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https://brendanduttonfolio.pages.dev

Skills

- Game Design & Prototyping
- 3D & 2D Animation
- Visual Effects
- Industrial Design
- Unreal Engine & Godot
- Web Design
- PC Building & Hardware
- Servers & Networking

About Me

I'm a Design Innovation graduate from Victoria University of Wellington, majoring in Game Design with minors in Animation & VFX and Industrial Design. I enjoy making things, from game prototypes and 3D animation to physical products and websites. Outside of uni I build PCs and run my own home server, so I'm as comfortable with the technical side as the creative one.

Education

- Bachelor of Design Innovation, 2024 – 2026
  Victoria University of Wellington
  - Major: Game Design
  - Minors: Animation & VFX, Industrial Design
- NCEA, 2019 – 2023
  Francis Douglas Memorial College
  - Lvl 1 - 3 NCEA

Experience

PixelCore, Solo Game Project

- Top-down arena survival shooter built in Godot
- Designed the wall building, upgrade and scavenging systems
- Planned in Trello and pitched with a full pitch deck

Home Server

- Built and running a TrueNAS server hosting a media server, a local AI and a Minecraft server for friends
- Set up secure remote access with Tailscale