

Ben Townsend **Game Designer - CV**

About Me

I am a hardworking and knowledgeable game designer looking for a position at a professional studio. I enjoy dedicating myself to a project, making sure that every aspect is as good as it can be. I motivated myself to move to a new city and study game design in 2015 and have been working as a freelancer since 2016. Two of my strongest skills are my work ethic and ability to research. No matter what the game's subject matter may be, I like to thoroughly find out as much as possible and implement what I learn into the game.

I also have a good head for numbers and am happy to calculate appropriate character stats, enemy spawn rates, weapon power or whatever is required to achieve a balanced game. As I enjoy working with numbers, people and managing data, in the long term I aspire to work in project management within the industry. I can also be creative and like to approach existing concepts from different angles and think of alternative methods. If I come across an issue I will not spend hours banging my head against a wall and would rethink the situation to find a solution.

Professional Projects

Planet Spark - Various Titles - Game Designer

May 2018 - September 2018

A series of educational games designed to teach Maths and English skills. My role involved creating the game concepts and writing GDDs.

Maguss - Maguss - System Designer

January 2017 - April 2018

An augmented reality game for mobile (think Harry Potter crossed with Pokemon Go). I was responsible for balancing combat and skill progression, game currency and writing GDDs for new mechanics.

Thousand Realms - Fire Gate & Fire Seed - Quality Assurance and Narrative Designer

November 2016 - September 2017

A text based choose your own adventure RPG with combat elements. Initially I worked as QA and later started writing new story paths for the players.

AffirmedIT - FitConnect - Rewards Designer

January 2017 - June 2017

A fitness tracker that gathers the user's data from all their fitness apps. I designed a rewards system that gave points to the user based on their workouts and achieving certain goals.

World Away Games - Swipe Breaker 2 - Level Designer

May 2017

A breakout clone. I designed levels using a different block types that would create unique challenges for the user whilst being visually interesting.

Sphynx Studios - Colorfy - Programmer

January 2017 - February 2017

A pong-esq game. I did some simple programming allowing the user to adjust the resolution of the game screen.

Ice Peddler Games - Riddle Hack - Programmer

November 2016 - December 2016

A riddle game where the user was given a question which they had to answer. I was tasked with building the game in a way that allowed the product owner to easily add their own questions and art assets.

Education

PlaygroundSquad UK Level 3 (2016)

Game Design Passed

University of St. Mark and St. John (2007)

Computing and Information

Technology with Education Studies Ba(Hons) 2:1

Software Proficiency

Unreal 4, Unity, Game Maker, Maya, Photoshop, Mercurial, Github, Axosoft, Pycharm and Trello.

Other Employment History

HMV Retail Ltd - September 2006 to October 2015

Alien Globetrotters Youth Club - April 2002 to March 2011

Personal Interests

I run regularly and have pushed myself to enter multiple marathons and half marathons. I cycle too and have done cycle tours in Italy, France, Belgium, the Netherlands, Germany and the Czech Republic. I do improv comedy every week and have performed with a group called ImproQuo at the Edinburgh Fringe Festival.

I like to do charity work when I can and have volunteered to teach English and work in orphanages in India, Ghana, Thailand and Vietnam. Whilst on these trips I wrote public blogs which have helped me to improve my writing skills and in communicating through documentation. The trips also allowed me to have many great experiences and to meet a variety of people from different cultures. Currently I am also volunteering with several local charities, one of which is Everyone Can who provide assistive technology for people with disabilities. They also run gaming days for various special needs youth groups, and I assist in helping the children with the games.

References

Available on request from Mikael Hellberg (Head of Games & Media at Access Creative College) and Mats Hjertkvist (former supervisor at PlaygroundSquad UK).