

Ben Townsend **Game Designer - CV**

About Me

I am a hardworking and knowledgeable game designer looking for a position in a professional video games studio. I enjoy dedicating myself to a project, making sure that every aspect is as good as it can be. I have been able to motivate myself into self publish a game for mobile called StarratS which is currently available on [Android](#). 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.

Personal Game Projects

Buggy Racer - Solo Project (Work In Progress)

A racing game I developed in Unreal Engine 4 to learn more about the engine and to practice my level design.

The Quest Of Wo - PlaygroundSquad UK Group Project (September 2016)

Based on the traditional side-scrolling beat-em-ups but with a mechanic to chain your attacks together that requires skill from the player.

Egyptians Vs Aliens - Ludum Dare 36 (August 2016), Solo Entrant

Tower Defence game where you deploy Egyptian slaves to defend your pyramid against the Aliens

Unlikely Hero - Jamchester (May 2016), Team of 3

A platformer where you start at the end with all your weapons and abilities and then loose them as the game progresses.

Mime Time - PlaygroundSquad UK Group Project (May 2016)

A 2 player deathmatch game where players must use imaginary weapons to defeat the other player's mimes.

The Tortoise and the Hare and the Snake - Ludum Dare 35 (April 2016), Solo Entrant

Transform between the three animals and use each of their unique abilities to survive as long as you can.

Stardust - Ludum Dare 34 (December 2015), Solo Entrant (except for the music)

You control an orbiting satellite that must push star dust into the centre of the screen in order to build a star.

StarratS - Self Published Mobile Game (September (2014)

A vertical scrolling shooter from when I was working as an amateur Game Designer.

Additional details, downloads and trailers can be found on my portfolio at www.benjamintownsend.co.uk

Education

PlaygroundSquad UK, Level 3 in Game Design, Due to complete before November 2016

University of St. Mark and St. John Ba(Hons), Computing and Information Technology with Education Studies, 2:1 - 2007

Software Proficiency

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

Employment History

HMV Retail Ltd - September 2006 to October 2015

Alien Globetrotters Youth Club - April 2002 to March 2011

Personal Interests

I also 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 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 meet have many great experiences and to meet a variety of people from different cultures, which I look forward to being able to feed into my game designs.

References

Available on request from Mikael Hellberg (supervisor at PlaygroundSquad UK) and Mats Hjertkvist (former supervisor at PlaygroundSquad UK).