

Ben Townsend **CV - November 2020**

I am an independent freelance game designer and developer who has worked on over thirty different game titles over the past four years. My previous work has included writing concept design documents, level design, coding, player progression, system design and a variety of other disciplines. I've worked on games for a range of different genres and platforms, from an educational game about lions for Chester Zoo to a mobile based MMORPG (Maguss) with over 500,000 current installs.

One of my favourite areas of game design is seeing how a game's narrative and mechanics can be integrated together. I previously worked on a game titled 'Adventures of a Young Pirate Queen'. Based on the historical figure Grace O'Malley, my brief included a story outline and that they wanted a 2D puzzle platformer. Grace O'Malley was a woman who saw the world differently from everyone else in her time, so the core mechanic I designed allowed the player to see the world differently. The player could switch between a 2D orthographic view and a 3D perspective view, offering them a new dimension of movement and a different point of view on their environment. I like developing games with interesting mechanics that allow the player to experiment.

Working remotely as a freelancer has taught me a wide range of project management and communication skills. Most of my work has come through the freelancing website Upwork. I regularly handle several projects with different clients in different time zones simultaneously, maintaining a 100% Job Success rate and having earned Top Rated status. I often communicate with clients primarily via documentation, which has taught me to clearly express my ideas in a succinct manner.

I am also an ambassador for the Manchester based charity Everyone Can, who provide assistive technology for children and adults with special needs. My work with them has involved promoting the charity and assisting children during gaming sessions. This experience has given me a great perspective about accessibility in gaming, as I've been able to see a wide range of children with different abilities play games. I've learnt a lot about the importance of accessibility in gaming, which I endeavour to implement in my work. I was also interviewed by Everyone Can about the volunteer work that I do and my work as a game designer, which you can read [here](#).

I am a hardworking and knowledgeable game designer with four years of experience who enjoys dedicating themselves to a project and exploring what is possible. To contact me about work please contact me at ben@benjamintownsend.co.uk.

Kind Regards
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Independent Game Designer (October 2016 to Present)

Adventure Box Technology - Adventure Box - Level Designer (May 2020 - Present)

Hired to design levels for an online platform where users can make, share and play voxel-based games. The levels I have made are a mixture of RPG style levels (focussing on puzzles) and battle arenas (focussing on combat). [Blue Station - Battle Arena](#) [Einbach's Enigmas - Puzzles](#)

beActive, S.A - Adventures of a Young Pirate Queen. - Concept Designer (January 2020 - February 2020)

Writing of a 50 page game concept document for a 2D/3D puzzle platformer based on the childhood of Grace O'Malley, a clan leader from 16th Century Ireland. I designed the narrative, concepts for levels and a unique game mechanic to fit with the narrative.

Fuzzy Duck - Gir Forest - Level Designer and Programmer (July 2019 - September 2019)

A 2D game for Chester Zoo to teach visitors about the importance of balance in an environment. I coded the game, designed the levels and delivered on the client's requirements.

Fuzzy Duck - Meliden Mines - Level Designer and Programmer (February 2019 - June 2019)

A 2D multiplayer game about mining for a museum in Wales. I coded the game, designed the levels and ensured a fun user experience that also delivered on the educational needs of the product. [Photos](#)

Planet Spark - Various Titles - Game Designer (April 2018 - December 2018)

A series of educational games designed to teach Maths and English skills. I wrote 25 concept documents and GDDs for games that taught different disciplines of Maths and English through gameplay and narrative. [Website](#)

Maguss - Maguss - System Designer (January 2017 - April 2018)

An augmented reality game for mobile. I was responsible for combat mechanics, player progression, game balancing, monetization strategy, AI design and writing GDDs for new mechanics. [Google Play](#)

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 system that used this data to award points to the users based on the exercises they have done and their personal fitness goals.

Education

PlaygroundSquad UK, Manchester (2015 - 2016):
Game Design

University of St. Mark and St. John, Plymouth (2004 - 2007):
Computing and Information, Technology with Education Studies, Ba(Hons) 2:1

Software Skills

Unity, Unreal Engine, Game Maker Studio, Maya, Photoshop, Mercurial, Github, Axosoft, Pycharm.

References

Available on request from Mikael Hellberg (Art Craft Manager at EA DICE and former Studio Manager at PlaygroundSquad UK), Alistair Monaghan (Head of Digital Design at Fuzzy Duck) and Julian Lee (General Manager at Everyone Can).