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# Ben Wilson

## Game Designer & Developer

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## Skills

- PROGRAMMING** Gameplay, AI, procedural level generation, visual effects, Unreal Engine shaders.
- CREATIVE** Game design, concept development, pitching, mock-up demonstrations and rapid playable prototyping.
- ART** UI & graphic design, particle effects, 3D modelling, unwrapping & animation.
- AUDIO** Sound effect and music production, FMOD integration.
- PROJECT** Issue & bug tracking, time planning, asset specification, project collaboration and communication.
- VIDEO** Digital video editing and production, including compression and publishing for game integration or web streaming.

## Tools

- LANGUAGES** Unreal Blueprint, HTML, CSS, SQL. Some familiarity with C++.
- SOFTWARE** Unreal Engine, Blender, Visual Studio, Unity3D, FMOD, Adobe After Effects, Adobe Premiere, Adobe Photoshop, Perforce, Git, MS Office.
- PLATFORMS** Equally proficient developing on both Windows and Mac. Have administered Linux servers. Have experience with Steamworks backend environment.

## Education

- PRINCE2 Project Management Qualification** **2014**  
Qualified at Foundation and Practitioner level.
- Information Management and Computing (BSc)** **2013**  
Loughborough University, Leicestershire.
- A-Level Qualifications** **2009**  
Bishop Vesey's Grammar School, Birmingham  
  
Psychology  
Information Technology  
English Literature

## Employment

2015 to Present	Independent Game Developer	
2014 to 2015	Junior Business Consultant	Optimum PPS, Birmingham
2013 to 2013	3D Artist for Video Production	Zero Media, Birmingham
2009 to 2011	Technical Support	Campion PPS, Birmingham

## Project Experience

### Independent Game Developer

I have designed and developed various small games within the past two years. This has involved working alone, and also collaboratively with small groups. My game projects have been exhibited at the GameCity Festival (Nottingham, UK), Brooklyn Gamery (New York, US), the Gadget Show Live (Birmingham, UK) and Multiplay Insomnia Festival (Birmingham, UK). Most recently, I developed a game called Button Frenzy which was released in July 2016 on Steam, Humble and Itch.io. Button Frenzy is my first commercial release, and the process of making and distributing it has given me a great deal of valuable experience. I've learned a lot about working with distribution services such as Steam and Humble; in particular building a storefront presence and communicating with players on community forums. I've had experience with managing press requests and communicating with press outlets; as well as exhibiting at events. In all, it's been an overwhelmingly rewarding and positive experience.

### Business Consultant

During my time working as a consultant, I picked up several skills from the various projects I was a part of. I worked at the firm for 20 months and on four separate projects; each with different demands and challenges. Within each project, I was required to learn new software and domain-specific tools. Occasionally, there was formal training, but in many cases I had to rely on self-study to get myself up to speed. I was also required to manage my own schedule and work independently; whilst providing progress updates to supervisors on a regular basis. The autonomy I was afforded allowed me to work at my own pace, provided I met the deadlines.

## Miscellaneous

### **Game Jam Organiser** 2014 to 2016

I have been involved in organising a few online community game jams. Most recently, I organised the Idle Thumbs community game jam “Wizard Jam 2016”, which accepted 48 entries from developers worldwide. A lot of attention was given to designing the event in a way that would encourage newcomers to game jams (and in some cases game development as a whole). Outside of organisation, my other role was to provide support to participants throughout the event. This involved introducing people with complementary skills so that they could form ad-hoc teams; and providing advice, feedback and encouragement to less experienced developers. You can find the page for the jam here: <https://itch.io/jam/wizard-jam-2016>.

### **Volunteer Lecturer** 2013 to 2015

Loughborough Students Union Computer Society, Loughborough  
I held several extra-curricular lectures at Loughborough University, hosted by the Computer Society, on two subjects: Source Filmmaker animation and Game Development using Unreal Engine 4. The lectures were practical, and involved the students bringing in a laptop and following my step by step tutorial of a project I had prepared earlier.

### **Merchandising Representative** 2011 to 2012

Butler Court (Loughborough University), Loughborough  
Managed the distribution of and designed several articles of branded clothing merchandise for a University hall of residence community. Single-handedly executed a rebranding of the organisation; involving the creation of a new website, a redesigned logo image, and a set of broadcast-ready motion graphic sequences for some of the community events.

### **Promotional Contributor** 2012 to 2014

Loughborough Students Union Computer Society, Loughborough  
Assisted the organisation through the creation of marketing materials for events to maintain a consistent, high quality message and presentation. This involved the design of posters and promotional videos for events.

## References

**Ms. Lee Ann Healy - Manager, Optimum PPS**  
07966 435469

**Dr. Jenny Fry - Personal Tutor, Loughborough University**  
Loughborough University, Department of Information Science: 01509 223074