

Benjamin Rodgers

Bothell, WA 98021
benopotomus@gmail.com
benjaminrodgers.com

(843) 952-5107
linkedin.com/in/ben-g-rodgers

MULTIPLAYER SYSTEMS DESIGNER

Senior level game designer experienced in designing, implementing, and managing gameplay systems for multiplayer games. Skilled in communicating design concepts and managing a team to take game systems from concept to feature complete. Adaptable in quickly-changing environments with very strong analytical and organizational skills.

Committed to collaborating with cross-departmental teams to rapidly iterate on game design. Key skills:

- Verbal/Written Communication
- Organization
- Timeline Management
- Team Leadership
- Mobile Development
- Cross-Platform Development
- Unity Engine
- Unreal Engine
- C#, C++, Javascript, Lua
- Jira, Confluence
- Microsoft Word/Excel
- Adobe Photoshop

EXPERIENCE

V1 Interactive, Redmond, WA

Jan 2018–Present

Senior Game Designer

- Projects include “Disintegration,” a cross-platform multiplayer shooter game in the sci-fi genre
- Create prototypes for complex game systems such as weapons, flight dynamics, and abilities
- Responsible for feature pitches and documentation of game systems
- Work with design teams to create plans of action for gameplay features
- Communicate design goals and requirements with cross-departmental groups to finalize milestone deliverables

Wargaming Seattle, Redmond, WA

Apr 2016–Jan 2018

Senior Game Designer

- Projects included AAA online games in the Wargaming brand
- Collaborated with a large cross-departmental team to create gameplay elements
- Designed gameplay systems, including metagame and combat systems for multiplayer titles
- Was responsible for feature pitches, documentation, and scripting of gameplay prototypes
- Instructed and mentored associate designers on principles of design and workflow

Game Designer

Apr 2014–Apr 2016

- Worked on gameplay modes for two titles in the Wargaming brand
- Responsible for designing, scripting, and ongoing balance of game modes
- Organized playtests and documentation of internal feedback on modes

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Kiz Studios, Charleston, SC

Jun 2010–Feb 2014

Lead Game Designer

- Was responsible for designing digital products, including writing design documents, creating art, and scripting interactive elements
- Organized and managed a team in agile development to meet deadlines and respond to customer feedback
- Managed and expedited the release of digital titles
- Created user experience workflows, including menu patterns for both mobile and free-to-play games
- Wrote testing documents for user experience feedback
- Organized product testing, both in-studio and remotely, and developed key analytics markers for active projects
- Represented company at trade shows and other promotional events, including public speaking engagements, interviews, and webcasts

Level Designer and UI Artist

Feb 2009–Jun 2010

- Created and managed design documents and organized level content for a massive multiplayer online game
- Created user interface layouts and art elements for Flash and mobile titles
- Worked with designers to create appropriate level layouts for gameplay

Creat Studios, Canton, MA

Jun 2009–Jun 2010

Nintendo DS Artist

- Learned toolsets and engine specifications for level design
- Modeled and textured environments and characters for the DS, PSP, and Playstation 3
- Released titles included “Tony Hawk’s Motion,” “Pinballistik,” and “Cuboid”
- Independently worked on the art and layout for handheld game “Alien Havoc,” published by Creat Studios

EDUCATION

Savannah College of Art and Design, Savannah, GA

Bachelor of Fine Arts in Interactive Design/Game Development

- Graduating GPA: 3.8
- Dean’s List
- Academic Honors Diploma
- GDX Award: Best Digital Game
- GDX Award: Best Character Design
- GDX Award: Best Interactive Flash Applet