Benjamin Emdon
Game Designer

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Personal Statement

I have recently graduated from Falmouth University where I studied BA (Hons) Game Development: Design. During my time at university and since, I have worked on a multitude of solo and team-based game development projects. Through these projects I have developed and continue to improve my technical skills, including the use of Unreal Engine 5 and Unity as well as Version Control through Git. I gravitate towards central roles in development teams, and committed to keeping the project on track towards it's intended outcomes. My first major team project was voted the best game from my year and later I was selected for the Into Games 50 2022. I love crafting experiences that are immersive and unique, leading my design interests toward systems and technical design, and particularly techniques such as diegesis and emergent narrative.

Skills

Unreal Engine 5	**Blueprints**	**Unity**
C#	**Agile Development**	**Git and Version Control**
Design Documentation	**Technical Design**	**System Design**
Narrative Design	**Level Design**	**UI Design**

Projects

Unnamed Game (October 2022 - Ongoing)
Casual game developed in Unreal Engine 5, team of 7.
- Leading team spokesman and key contributor to planning and production.
- Designing and prototyping game systems, mechanics and UI with UE5 blueprints.
  - Inventory system
  - NPC Interaction (dialogue and trading)
  - Time and Events system

Coffee with Cryptids (September 2021 - May 2022)
Cafe management and casual narrative game developed in Unreal Engine 4, team of 12.
- Leading team spokesman and key contributor to planning and production.
- Responsible for writing concepts for characters and writing much of their dialogue.
- Implementation of art, animation, writing and audio into Unreal Engine 4.
- Designing and prototyping game systems, mechanics and UI with UE4 blueprints.
  - Dialogue system   - Customisable Drinks Menu
  - Character AI   - Tutorial

Boss Fight (April 2021 - December 2021)
Card game, deck building system prototyped in Unreal Engine 4, team of 2.
- Creator of the game concept and all documentation.
- Designed and printed paper prototype for testing.

Legal Tender (September 2020 - May 2021)
Twin stick shooter with local co-op developed in Unity, team of 14.
- Designed level ideas and blocked them out in Unity.
- Implemented art, audio and gameplay features using tools provided by programmers.
- Responsible for modifying UX design, adding many small UI elements and SFX to game features.

Next Day Delivery (November 2019 - May 2020)
Stealth thriller developed in Unity, voted best game in my year at university, team of 12.
- Designed levels and implemented their designs into Unity.
- Key member of the narrative team, integrating much of the games narrative into level designs and UI.
- Implemented art and audio assets, acting as the primary scene decorator.

Education

Falmouth University **– BA (Hons) Game Development: Design –** Graduated with **2:1**
- 3 years' experience working in indie style development teams for games where we used industry tools and practices including: Unreal Engine Unity, Git Version Control, Agile Development, Branding and Market Research.
- Studied the fundamentals of game design including modules on level design, system design, prototyping and design documentation.
- Developed networking skills collaborating with developers varying in specialism including programmers, artists, animators, writers, audio designers and other designers.

South Devon College **– UAL Digital Media: Games and Interactive Media Extended Diploma Level 3**
Achieved **Distinction**
- Experience working in small development teams to create small games and interactive media.
- Basic introduction to digital media development tools such as Adobe Creative Suite, Cinema 4D and Unity.

Extra-Curricular

Into Games 50 (IG50) 2022 Winner
- Selected to be showcased by Into Games as a member of the 50 most employable, unemployed people in games.

Student Representative (Game Development Courses at Falmouth University) – **1 Year**
- Communicated with lecturers and university admin to discuss issues and feedback related to course content.

Treasurer of the Video Gaming Society (Student Union at Falmouth University) – **2 Years**
- Managed budgeting for society expenses.
- Took interest and assisted in organising society activities, improving community engagement as well as moderating society social media channels.

Student Mentor (Student Union at Falmouth University) – **2 Years**
- Helped students in lower years become accommodated at university.

Hobbies

Video Games
I particularly love games which incorporate interesting narrative systems or stage unique and entertaining multiplayer experiences. All time favourites: Dark Souls, Civilization V, Hades, Outer Wilds, Jak and Daxter, Unturned.

Tabletop and Miniatures
I enjoy building miniature models for display or tabletop games. I frequently paint new models for my Warhammer collection.

Game Jams
I adore coming up with new game ideas and the challenge that comes with a game jam. I love collaborating with others and will often invite friends and uni colleagues to join me.

References

Dr Douglas Brown – Dean of Faculty of Screen, Technology and Performance at Falmouth University
- Email: douglas.brown@falmouth.ac.uk
- Contact Number: 01326 211077

Nick Dixon – Narrative Director at Ubisoft Leamington
- Email: nick.dixon@ubisoft.com