

# Benjamin Emdon

Game Designer

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## Personal Statement

I strive to craft experiences which are immersive, unique and put the player at the forefront of the narrative. This leads my design interests toward systems, technical and narrative design. I gravitate towards central roles in development teams as I enjoy discussing and planning, on top of being committed to keeping the project on track towards it's intended outcomes.

## Professional Experience

### July 2023 to September 2024 (14 Months)

Junior Designer at Ballistic Moon for Until Dawn (Shipped October 4<sup>th</sup> 2024).

- Collaboration with a large multi-discipline team to deliver a SONY published AAA title developed in Unreal Engine 5.
- Own responsibility for Level Design in a range of levels.
- Implementation of Until Dawn's new cinematic gameplay camera systems.
- Engineer collaboration for Companion AI behaviour throughout the game, adjusting state machines and behaviour trees.
- Worked with multiple Unreal systems: Animation Blueprints and State Machines, Sequencer (Camera, Actors), Logic Volumes.
- Use of Ballistic Moon's proprietary tools, and co-operation with engineers to iterate and further improve the design toolset.
- Fixing bugs and polishing gameplay across the project, from production to release.

## Other Projects

### Unnamed Game (October 2022 – July 2023)

Casual game developed in Unreal Engine 5, team of 7.

- Core team member, key contributor to planning and production.
- Designing and prototyping game systems, mechanics and UI with UE5 blueprints.

### Coffee with Cryptids (September 2021 - May 2022)

Cafe management game developed in Unreal Engine 4, team of 12.

- Team spokesman and key contributor to planning and production.
- Responsible for writing concepts for characters and contributed to writing their dialogue.
- Designing and prototyping game systems, mechanics and UI using UE4 blueprints.

### 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 blocked them out in Unity using Pro-builder.
- Implemented art and audio assets, acting as the primary scene decorator.

## Skills

Unreal Engine 5	Visual Scripting
Unity	C#
Technical Design	Level Design
Agile Development	Version Control

## Education

### Falmouth University (2019-2022)

BA (Hons) Game Development: Design - 2:1

- Developed and published multiple games from concept to vertical slice.
- Worked in indie style cross-discipline teams.
- Studied level design, system design, narrative design, prototyping and documentation.

### South Devon College (2017-2019)

UAL Digital Media: Games and Interactive Media Extended Diploma Level 3 - Distinction

- Experience working in small development teams to create small games and interactive media.

## Extra-Curricular

Panel speaker and guest at Falmouth Games Expo 2024

Treasurer of SU Video Gaming Society (2020-2022)

Student Representative for Game Development Courses (2022)

## Interests

Videogames, particularly ones with unique narrative systems. Some of my favourites: Civilisation, Hades, Outer Wilds and Dark Souls.

I like the company of animals, frequenting local Zoos and Aquariums. I plan to get a pet hamster, cat and eventually a tortoise.

Crafting miniatures for tabletop games and display.

References available on request