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 its intended outcomes.

Professional Experience

July 2023 to September 2024 (14 Months)

Junior Designer at Ballistic Moon for Until Dawn (Shipped October 4th 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