

Ben Mowry

(619)-823-1541 | thebenmowry@gmail.com

Technical Designer

benmowry.godaddysites.com | linkedin.com/in/thebenmowry

EDUCATION	SKILLS - DESIGN	SKILLS - TOOLS
<p>Bachelor of Science in Computer Science</p> <ul style="list-style-type: none">- DigiPen Institute of Technology- Honors (3.5 GPA)- Game Design Minor and Focus	<ul style="list-style-type: none">- Game Feel & Polish- Rapid Prototyping- Iterative Design Process- Design Documentation- Peer Review and Feedback	<ul style="list-style-type: none">- Scripting (C++ / Blueprints)- Unreal 4 & 5 Editor- Unity Editor- Custom Engine Editor- Source Control (Tortoise SVN)- Python- Maya

PROJECTS

Systems & Gameplay Developer

Dec 2023 - Oct 2024

Armor, 3D Third Person Soulslike (Unreal 5)

- Designed and implemented several systems to allow for rapid front-end development and ease of use.
- Iterated on enemy AI systems to allow for engaging combat encounters.
- Pursued a creative and aggressive combat loop to allow for fluid and evolving fights.

Gameplay & Level Designer

Sep 2022 - Apr 2023

The Descent, 3D First Person Roguelike (Unreal 5)

- Leveraged unique elements to design character abilities that were fun and creative.
- Communicated designs through curated documentation for mechanics, bugs, and character feedback/polish.
- Held weekly post-playtest review sessions with teammates to discuss player feedback, design intentions, and next steps.

Audio Programmer & UI Designer

Sep 2021 - Apr 2022

PUPPIT, 3D First Person Shooter (Unreal 4)

- Coordinated with various audio composers to integrate work quickly into the engine.
- Implemented the proper infrastructure for Wwise middleware in the engine.
- Integrated various audio queues into behavior trees for maximized player feedback.
- Corresponded with design to create menu screens and HUD components for player experience.

Game Designer

Sep 2021 - Dec 2021

A Little Walk, 3D Adventure (Unreal 4)

- Utilized research of different landscapes to create a short exploratory demo.
- Explored and experimented with several level design aspects and scenic camera placements.
- Practiced working with multiple engine pipelines and importing exterior work and assets.

Game Designer

Sep 2021 - Dec 2021

Polygonal Pummel, Top Down Dungeon Crawler (Unity)

- Designed a procedurally generated dungeon with a combat-focused upgrade system.
- Created and balanced several unique enemies for interesting combat encounter combinations.
- Held weekly playtests to iterate on player feedback, bugs, and difficulty.

Audio Programmer

Sep 2020 - Apr 2021

Faded Path, 2D Dungeon Crawler (Custom Engine)

- Integrated FMOD and other necessary tools for ease of use for the Audio Composer.
- Coordinated with the audio composer to create audio assets to maximize player immersion and feedback.
- Communicated audio tools through curated documentation to allow for rapid iteration.

Game Designer

Sep 2020 - Dec 2020

Cubic Adventure, 2D Platformer (Unity)

- Created unique and creative puzzles for players to explore.
- Rapidly iterated on paper designs focusing on specific mechanics for each puzzle.
- Held weekly playtests to review and record player feedback, difficulty, and next steps.

Gameplay & Audio Designer

Jan 2020 - Apr 2020

Treacherous Totem, 2D Infinite Scroller (Custom Engine)

- Implemented FMOD and other necessary custom engine audio tools for rapid iteration of player experience.
- Collaborated with Art Lead to create audio assets that matched design intentions and maximized feedback.

Other Work Experience

Technical Advisor

June 2023 - July 2024

Rancho Del Rey Oral & Facial Surgery Center

- Acted as a "first responder" for technical issues that arose to ensure smooth operations.
- Created tools to ease secretarial work.

HONORS & AWARDS

Eagle Scout

Mar 2012 - Nov 2016

Boy Scouts of America