Ben Mowry

Gameplay Designer

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EDUCATION	SKILLS - DESIGN	SKILLS - TOOLS
Bachelor of Science in Computer Science	- Game Feel & Polish	- Scripting (C++ / Blueprints)
- DigiPen Institute of Technology	- Rapid Prototyping	- Unreal 4 & 5 Editor
- Honors (3.5 GPA)	- Iterative Design Process	- Unity Editor
- Game Design Minor and Focus	- Design Documentation	- Custom Engine Editor
- Expected Graduation April 2023	- Peer Review and Feedback	- Source Control (Tortoise SVN)
		- Python
		- Maya

TEAM PROJECTS

Gameplay & Level Designer
Sep 2022 - Current

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 quickly integrate works 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.

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 for the creation of audio assets for maximized player immersion and feedback.
- Communicated audio tools through curated documentation to allow for rapid iteration.

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 on player experience.
- Collaborated with Art Lead to create audio assets that matched design intentions and maximized feedback.

SOLO PROJECTS

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.

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.

HONORS & AWARDS

Eagle Scout — Mar 2012 - Nov 2016

Boy Scouts of America