Benjamin Fickes

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PROFESSIONAL EXPERIENCE

Gameplay Engineer, **T-Minus Zero Entertainment (Unannounced)**, Austin, TX   Oct 2024 — Present
Co-op shooter built in Unreal Engine 5/C++ with listen server network model. Developed for PC + Console

- Implemented GAS-based cooldown system and UI support (plus other GAS-based features)
- Augmented Gameplay Cue Translator system to allow for designer-configured, Blueprint-defined translations
- Integrated Flying Navigation plugin and provided additional support with 3D EQS item generator
- Added loot instancing, configurable by designers
- Created gear persistence on death, with options to make certain equipment lost on death
- Identified and PR'd bug in GAS itself where attribute-based durations would effectively always snapshot

Gameplay Engineer, **Wonderstorm (Dragon Prince: Xadia)**, Los Angeles, CA   Mar 2023 — Oct 2024
Live Service, co-op ARPG built in Unreal Engine 4/C++. Released on mobile; also developed for PC

- Augmented Gameplay Ability System Tasks for lerps: collision events, navmesh restriction, and more
- Utilized Unreal Insights and other tools to profile and optimize for performance, net efficiency, and memory
- Reworked end-of-match flow for asynchronous match exit and ensured crashing players still receive rewards
- Implemented animation notify states for design/animator-defined target focusing and root motion scaling
- Debugged and improved behavior trees for AI combat targeting and combat state

Gameplay Programmer, **Hi-Rez Studios (Rogue Company Elite)**, Alpharetta, GA   Nov 2022 — Mar 2023
Unreleased multiplayer tactical shooter built in Unreal Engine 4/C++ for mobile

- Made configurable UMG + Data Table system for groupings and overrides of weapon and mod stat bars
- Created Python + Bash script to continuously run matches and detect unexpected crashes

Gameplay Programmer, **Hi-Rez Studios (Paladins)**, Alpharetta, GA   July 2022 — Oct 2022
Associate Gameplay Programmer, **Hi-Rez Studios (Paladins)**, Alpharetta, GA   July 2020 — July 2022
Live Service, multiplayer, 3D hero-shooter game built in Unreal Engine 3/C++ for PC + Console

- Implemented 12 new abilities utilizing custom hit detection, client-server networking, and HUD elements
- Developed rotating quest system: data hierarchy, timed unlocks, challenge tracking, configurable rewards
- Wrote and documented SQL script for quest automation, minimizing design configuration errors

Software Engineering Co-op, **Demiurge Studios (SEGA Heroes)**, Cambridge, MA   May 2019 — Aug 2019
- Coded (C#/C++) functionality for 10 new JSON-configurable characters in mobile Match-3 RPG game

OTHER PROJECT

Rogumon (Itch + Steam)   Aug 2022 — Present
Unity / C# creature-collecting roguelike. This is still WIP, but feel free to try it! Password: Exile

- Designed and implemented effect, status, move, and ability systems for robust combat and team setups
- Created JSON serializable data for properly saving/loading randomized runs, unlockables, and settings

COMPUTER KNOWLEDGE

Programming Languages: **Proficient**: C++, C# **Familiar**: SQL, Python
Software: Unreal Engine 5/4/3, Gameplay Ability System, Visual Studio, Perforce, Git, Unity, Jira

EDUCATION

Northeastern University, Boston, MA   Sept 2016 — May 2020
Bachelor of Science in Computer Science and Game Development