

# **Ben Specht**, Bachelor of Information Technology (Games and Graphics Programming)

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## **PROFESSIONAL PROFILE**

Passionate Creative Technologist with a comprehensive background in various layers of new and emerging technologies. Subject Matter Expert in generative art, Esports, and AI. Highly organized, composed, and goal-oriented, with exceptional collaboration skills and a strong work ethic. Proven leadership experience and a track record of delivering outstanding results. Demonstrated expertise through consulting with leading Australian companies, managing Esports teams, and Co-Founding my own AI startup.

## **KEY COMPETENCIES**

Strong background in Unity development

Development in a variety of languages (C#, Python, Javascript, Typescript, C++)

Understanding of a variety of development frameworks

Experience working in an AGILE environment, and proficient in MS Office.

Proficient working with generative AI to increase individual productivity

Strong time management skills with the ability to manage project expectations, timelines, and deliverables.

Strong stakeholder management skills, demonstrated through my long career history.

High capability to research, understand, and both apply and consult on technology solutions.

Experience managing junior team members, as well as managing teams of up to 15 people.

## **CAREER HIGHLIGHTS**

CPO/Co-Founder	ab0t.com
Consultant	Deloitte
League and Event Operations	ESL Australia
Business Manager	OCEOverwatch
Software Developer	HROnboard

## **EMPLOYMENT HISTORY**

### **February 2025 - Current**

#### **CPO and Co-Founder**

Co-founding an AI startup, revolutionising the landscape of enterprise AI implementations. As CPO I am responsible for designing the core product, its features, as well as the future landscape of where it should go. As a technical founder, I am also responsible for assisting in building out the product and prototypes as well as product decisions.

#### **Key Responsibilities**

- Designing the core product
- Development of prototypes
- Refinement of overall business plan
- Meeting with and talking to investors
- Pitching and attending conferences

### **October 2023 - Current**

#### **Freelancing**

As a freelancer I have been taking contracts across a various spread of clients, including full-stack development, game development, events, and more.

#### **Contracts:**

- DORJA (Oct 2023 to Feb 2023)
  - Full-stack development developing and architecting a device management platform for Starlink satellites
  - Skills include React, Svelte, Python, Firebase, Google Cloud Platforms
- AKQA (Sept 2024 to November 2024)
  - Full-stack development on a world first cutting edge AI project for Netflix, successfully marketing a new movie.
  - Included developing a custom real-time AI video and audio inference platform, with world-first inference speeds for full body and voice inference for use in a video call environment
- Bugging Humans (July 2024 to November 2024)
  - Vertical slice game development for a unique asymmetrical multiplayer game
- NSW Health Childrens Hospitals (November 2024 to Current)
  - Design and development of cutting edge systems to assist in reduction of childhood trauma in triaging children in hospital
  - Currently under development, more information on request
- SKODA (February 2025 to March 2025)
  - Development of a marketing activation involving microcontrollers and Unity
  - Successful deployment at an EV Car Conference

### **March 2021 - September 2023**

#### **Deloitte**

Deloitte is a global professional services firm offering audit, tax, consulting, and financial advisory services, known for their industry expertise and innovative approach. They help clients navigate complex

challenges and drive sustainable growth across sectors worldwide.

## **Consultant**

### **Key Responsibilities:**

- Responsible for stakeholder engagement across a wide range of deliveries
- Responsible for delivering high-quality technical pieces for a range of clients, from estimation of cost through to execution of delivery
- Responsible for the internal Recruitment pillar for Deloitte Digital in Melbourne
- SME in a variety of areas

### **Key Achievements:**

- Delivery of the worlds first life-size chatbot hologram for a Defence client
- Delivery of a world first branding design for Deloitte Consulting, leveraging generative data driven art
  - Creation of over 6000 unique assets for each employee
- Delivery of a metahuman experience which has been deployed at multiple events, including Australian Financial Review summits
- Repair and deployment of multiple IoT smart water simulations
- Digitising and delivering a state of the art platform for Defence training
- Design and delivery of a world-class Role Playing Game training module for Deloitte
- Pivotal in winning over \$2 million in projects in my time at Deloitte
- A key person within the company for questions around all things emerging

## **April 2019 - Current**

### **ESL Australia**

ESL is the largest esports company globally, organizing and managing competitive gaming events, leagues, and tournaments. It has been instrumental in the growth and professionalization of esports, shaping the industry and captivating audiences worldwide.

### **League and Event Operations, Production, Logistics**

#### **Key Responsibilities:**

- Ensuring rules are followed, players questions are answered and any disputes handled, at a variety of events, both online and in person
- Maintaining a high level of quality for my area of live production
- Ensuring events run smoothly and are delivered in a timely manner, rapidly coming to solutions as issues arise
- Ensuring logistics plans are met and all required departments have what they need to succeed

#### **Key Achievements:**

- Delivery of a large number of events including:
  - Dreamhack 2021, 2022, 2023, and 2024
  - Melbourne Esports Open 2018 and 2019
  - IEM Sydney 2019 and 2023
  - Pokemon Oceanic International Championships 2020 and 2023
  - Multiple Pokemon Regional Championships (2018 through to 2023)
  - Fortnite at Australian Open 2019 and 2020

- PAX Australia 2017, 2018, 2019, 2022, 2023 and 2024
- Regional Major Rankings 2021 CIS Region
- Nintendo Live Sydney 2024

## **July 2016 – Dec 2019**

### **OCEOverwatch**

OCEOverwatch is an Esports community organisation. It has taken many forms and adapts to what the community needs most. It has been a journalistic portal, an event planning and management group as well as a hub to bridge the gap between professional and casual Overwatch players.

### **Business Manager and Co-Founder**

#### **Key Responsibilities:**

- Responsible for liaising with providers and team managers.
- Responsible for planning and running events.

#### **Key Achievements:**

- I have successfully planned and run the following events:
  - WinterZen 6v6, LAN
  - Two OCExZen 6v6, LAN
  - OCEOverwatch Bi-monthly Brawl, Online
- Development of a strong relationship with Zen gaming lounge allowing us to use their venue for events.
- Creation of a portal for the Overwatch scene in Oceania. We have achieved over 8,000 unique visitors per month linking players, organisations, and spectators together.
- Raising of prize money by setting appropriate entry fees and managing tournament budgets.
- Strong contribution to the Overwatch gaming scene in Australia.

## **December 2015 - July 2017**

### **HROnboard**

HROnboard is employee onboarding software to create amazing new starter welcomes from offer to first anniversary.

### **Software Developer**

#### **Key Responsibilities:**

- Working alongside the product manager to design and implement an automated testing system.

#### **Key Achievements:**

- Successful implementation of an automated testing system to the desired level of coverage.
- Documentation and groundwork laid down to allow future developers to easily maintain and continue to write tests as development is done.
- Taking the automation work I did in the customer success team, I worked with the product manager to automate the testing system.

**July 2014 – July 2015**

**HROnboard**

HROnboard is employee onboarding software to create amazing new starter welcomes from offer to first anniversary.

**Customer Success**

**Key Responsibilities:**

- Configuring HROnboard for clients
- Writing, updating, and documenting processes
- Support desk

**Key Achievements:**

- Rewrote a large portion of the company internal wiki.
- Developed a way to automate the customer success processes, which resulted in me securing a role in the Software Development team.

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**OTHER RELEVANT EXPERIENCE**

**EDUCATION**

**Bachelor of Information Technology - Games and Graphics Programming RMIT University, Melbourne**

**Baseline Defence Clearance**

**Developing Global Leadership - RMIT University MicroCredential**

**REFEREES -**

Leigh Mannes - Lead Engineer, SEEK

Emad Tahtouh - Emerging Technology Consultant, Self Employed

Adrian Mills - Partner, Deloitte

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