

Ben Wilson

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I am a gameplay programmer located in South-east England. I enjoy working with the core mechanics of a variety of mediums and am passionate about implementing them step by step. I enjoy the mental challenge and the satisfaction after completing a complex project. My current personal project at the moment involves Virtual Reality and networking.

Projects

The Falling

The Falling was a game created in 24 hours at a game jam hosted at our college after we had handed in the final major project. I was in a team of two, me doing the programmer and my team member Joshua Fox doing the art. For this game jam, we kept it simple and didn't want to start stretching with complex things for our first time. This project I created it in Unity 2019 and used Github to back up my project through the git command line. This was also my first time using Unity for a browser game, so I did leave some extra time in the end so that I could learn how to export to WebGL, but overall it was a good first game jam.

[Github Repository](#) [GameJolt Page](#) [Blog Post](#)

Polluted

Polluted was my last final major project at college in my second year of level 3 games development. The theme of this project was Forgotten, from the theme I had to gather research based around the word, create four different possible game ideas, write a proposal for the chosen idea, complete more detailed research for that chosen idea, create some prototypes to see how it would work and currently on the final production of the game. For this last project we have more weeks compared to my other projects but still have to create all of the art and code my self, the software I am using for Polluted is Blender for the modelling, Unity for the game engine and Visual Studio for writing the code. You can view my development log [here](#).

BattleShips

Battleships is a small prototype I made for an assignment in my second year of level 3 at GBMC. This project I had to create a game based around the theme Nautical, Battleships was a multiplayer boat game where the goal was to skin the most amount of ships before you get sunk. As this was part of my college assignment I had to create all of the art and code my self, the software I used was Unity and Photoshop and for the networking, I used ForgeNetworking Remastered. You can view my development log [here](#).

Block Factory

Block Factory was a college project for my final major project where we were tasked in creating a game based around the chosen theme. That year the theme was Revolution. I started with gathering research around the word revolution and thinking of different possible ideas for a game that I could create, then once I had picked one idea I went into more detail with research-based around that idea. Once I had collected enough research I created a simple prototype to make sure the core mechanics felt and played well before I went onto creating all of the assets and writing the code for the game. The game engine I used was Unity 2017 and MagicaVoxel for the art and we had three weeks of final development which can be read through on my development log [here](#).

Infected 2D

Infected 2D was my first game ever I completed and released in my spare time. The main reason for creating Infected 2D was it learn more about Unity so I could use it for my level 2 final major project instead of Construct 2. It took me 7 weeks to finish it off and all of the art and code was done by me in Unity 5.4.1f1 and Photoshop and the music was from [Ben Sound](#).

Gold Heaven

Gold Heaven was a side project I did with some others which I met in a discord server, I joined their team under the name TeamBlueApps where we create this idle game for the google play store. I was the main coder and there were another coder and one artist. We used Unity's collab system which made it easier for us to work on the project at the same time, as I was the main coder I did all of the core features whereas the owner, the other coder, just implementing the art, and designing the user interface. I used Unity and Visual Studio for this project.

Skills

Unity - 4 Years
Unreal Engine - Less than a year
Visual Studio - 3 Years
Visual Studio Code - 1 Year
Git - Less than a year
Networking Solutions Unity - Less than a year

C# - 3 Years
HTML - Less than a year
CSS - Less than a year
Python - 1 Year
Blueprints System - Less than a year
Construct 2 - 1 Year

Maya - 1 Year
Blender - 1 Year
Substance Painter - 1 Year
Photoshop - 2 Year
Magica Voxel - Less than a year

Education

Level 2 Diploma in Games Development 2016 - 2017

In Games development level 2 we learnt the basics of programming, art with such programs as Construct 2 and Photoshop. The course had split into 4 different assignments and at the end of each assignment we had to print off all of our research, ideas generation and final work except the final assignment where the whole college switched over to making wordpress sites instead. You can view mine at <https://gamesdevelopmentblogweb.wordpress.com/>

UAL Level 3 Diploma / Extended Diploma in Creative Media Production and Technology (Games Development) 2017 - 2019

Level 3 was very similar at Northbrook, except there was now modelling and programming was C# instead of the visual style in Construct, the software we learnt in that year was Maya, Unity, Adobe Illustrator. The work was in the same style of 8 Units grouped together and it was all uploaded to my WordPress site at <https://benlevel3.wordpress.com/>. I also continued on to the extended diploma at GBMC (Northbrook College). In the second year, we experiment a bit with the Unreal Engine and the Blueprint system. You can view my last years' blog at <https://benlevel3year2.wordpress.com>.

Interests

Programming
Sandbox Games
Multiplayer Games
VR Games

Sports:
Squash
Cycling
Trampolining