Ben Paulsen

Game Designer

Portfolio www.benjamin.games
Email bjhpaulsen@gmail.com

Work Experience

Game Design Intern

Blizzard Entertainment, Hearthstone 🔗

JUNE 2022 - SEPTEMBER 2022

- Prototyped and playtested >150 card designs to create exciting new mechanics and strategies.
- Conducted 4 playtests every week to exchange feedback and assess performance of each class.
- Debugged ~15% of the cards in a new expansion to ensure a frictionless AAA experience.
- Worked with writers to design mechanics based on established characters and story.

Lead Developer

Tech4Good Lab

JANUARY 2020 - MARCH 2021

- Assigned tasks between 4 teams of devs to create a site for team-building games.
- Conducted multiple user studies over the course of 9 months and overhauled UI to streamline access to technical documentation.
- Fostered a safe, healthy, and communicative work environment as a team lead.

Python Programming Tutor

UC Santa Cruz, Learning Support Services

SEPTEMBER 2019 - MARCH 2020

- Taught groups of university students how to program, debug, and problem-solve.
- Used multiple teaching methods to help students with different levels of prior experience.

Education

University of California, Santa Cruz

Computer Science: Computer Game Design

SEPTEMBER 2018 - JUNE 2023

Skills

Tools

Unity, C#, Javascript, Git, Excel, Jira.

Techniques

Playtesting and iteration, design documentation, prototyping & scripting, learning proprietary tools quickly.

Who I Am

Respectful of different ways of thinking, open to feedback, willing to ask questions.

Independent Games

DRACOMATON 🔗

Combat, Economy, and Level Designer

JANUARY 2023 - JUNE 2023

- Designed an action-packed combat system where players transform their robot mid-combat to gain unique abilities.
- Coordinated tasks for a team of 13 artists, programmers, and sound designers to meet design goals within a 20-week timeline.
- Implemented satisfying abilities and engaging levels in Unity using C#.

In A Flash 🔗

Designer, Programmer, Composer

MARCH 2021 - JULY 2021

- Implemented 2 AI opponents to challenge and surprise players.
- Designed 4 unit types with upgrades, an interactive tutorial, a HUD and menus.
- Composed music, created sfx, pixel art.
- Sold over 1700 copies in collaboration with the Queer Games Bundle.

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References

Cora Georgiou

Senior Game Designer, Blizzard Entertainment

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Liv Breeden

Former Lead Designer, Blizzard Entertainment

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David Lee

Faculty Advisor, Tech4Good Lab

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