Ben Paulsen

Game Designer

Portfolio   bjpaulsen.github.io
Email   bjhpaulsen@gmail.com

Skills

Tools

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

Techniques

Playtesting and iteration, design documentation, prototyping & scripting, user research.

Growth Mindset

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

Independent Games

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, drew pixel art.
- Collaborated with the Queer Games Bundle to sell over 1700 copies and support other lgbtq+ devs.

Chaotic Concoction 🔗

Designer, Artist

OCTOBER 2020 - DECEMBER 2020

- Designed an online card game with asymmetrical goals and distinct strategies.
- Used playtests to balance cards and create player interaction full of drama and betrayal.
- Wrote documentation on design goals, playtest feedback and card iteration.
- Created assets in Illustrator and Ps.

Work Experience

Game Design Intern

Blizzard Entertainment, Hearthstone

JUNE 2022 - SEPTEMBER 2022

- Designed 3 new archetypes to bring a fresh player experience while delivering on class fantasy.
- Rapidly prototyped and playtested card designs to create exciting new mechanics and strategies.
- Collaborated with artists, engineers, voice actors, and writers to expand on a polished AAA title.
- Debugged and reviewed gameplay code to ensure a frictionless experience.

Lead Web Developer, Research Fellow

Tech4Good Lab

JANUARY 2020 - MARCH 2021

- Conducted multiple user studies over the course of 9 months and overhauled UI to streamline access to technical documentation.
- Coordinated tasks between 4 teams of devs to create a site for team-building games.
- 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

FALL 2018 - SPRING 2023

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References

Liv Breeden

Lead Designer, Blizzard Entertainment

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Cora Georgiou

Game Designer, Blizzard Entertainment

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David Lee

Faculty Advisor, Tech4Good Lab

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