

# Ben Paulsen

## Game Designer

### Portfolio

#### Email

#### Phone

[bjpaulsen.github.io](https://bjpaulsen.github.io)

[bjpaulse@ucsc.edu](mailto:bjpaulse@ucsc.edu)

(831) 428-3680

## Skills

### Tools

Unity, C#, Javascript, Git, Illustrator, Trello.

### Techniques

Playtesting and iteration, design documentation, Unity prototyping & scripting, metagame analysis.

### Growth Mindset

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

## Work 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 in order to streamline access to technical documentation and developer resources.
- Coordinated tasks between 3 dev teams and 1 design team 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 communication and teaching methods to accommodate students with different needs and skill levels.

## Games & Projects

### Chaotic Concoction

Designer, Artist

OCTOBER 2020 - DECEMBER 2020

- Designed an online card game that has asymmetrical goals with 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.
- Visually designed cards in Illustrator and Ps.

### In A Flash

Programmer, Designer, Composer

MARCH 2021 - JULY 2021

- Designed and implemented 2 AI opponents with varying levels of game awareness and difficulty.
- Designed 4 distinct unit types with upgrades, an interactive tutorial, a gameplay HUD and menus.
- Composed music, created sfx, drew pixel art.
- Collaborated with the Queer Games Bundle to sell over 1700 copies and support LGBTQ+ devs.

### Sea Star Crossed Lovers

Programmer

OCTOBER 2020 - JUNE 2021

- Worked with ~80 students across 6 teams.
- Collaborated on obstacle design, and implemented a Pause Menu UI.
- Implemented sound effects and music in Unity.

## Education

### University of California, Santa Cruz

Undergraduate in Computer Science:  
Computer Game Design

FALL 2018 - SPRING 2023

# Ben Paulsen

Game Designer

Portfolio

Email

Phone

[bjpaulsen.github.io](http://bjpaulsen.github.io)

[bjpaulse@ucsc.edu](mailto:bjpaulse@ucsc.edu)

(831) 428-3680

## References

### **David Lee**

Faculty Advisor, Tech4Good Lab

Professor of Computational Media

[dlee105@ucsc.edu](mailto:dlee105@ucsc.edu)

### **Veronica Rivera**

Lead Causeway Researcher, Tech4Good Lab

Phd Student, Computational Media

[veariver@ucsc.edu](mailto:veariver@ucsc.edu)

### **Jaqueline Morales**

Supervisor, UCSC Learning Support Services

Assistant Director of Tutoring

[jmoral11@ucsc.edu](mailto:jmoral11@ucsc.edu)

(310)-617-0863