

# Ben Targett

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I am an experienced game programmer and team manager with over 5 years of experience in game development and a strong foundation in both technical and creative disciplines. While at university, leading the Creative Writing Society honed my ability to thrive in collaborative environments, provide constructive feedback, and manage creative projects effectively. I am passionate about experimenting with new tools and workflows, rapidly prototyping ideas, and continuously learning from teammates to deliver innovative, high-quality results.

## Game development skills

- 5+ years of experience using Unity, a year of experience using Godot 4
- Experience with implementing UI in Unity and Godot, including writing basic 2D shaders
- Currently learning Unreal Engine 5 (Blueprints and C++)
- Proficiency in several programming languages, including C#, GDScript, and Java
- Comfortable designing tools and systems (Including Unity Editor tools and dialogue systems)
- Knowledge of Git and GitHub for version control and collaboration

## Experience

### Game Developer & Programmer

*Personal Projects | 2019-Present*

- **Turn-Based RPG Prototype (Godot 4, GDScript) – 2024-present (solo project)**  
Designed and programmed a turn-based RPG, implementing all core systems including controller-friendly camera controls and combat mechanics. Designed UI mock-ups in Photoshop and implemented them using custom Godot Control Nodes. I kept the project organised with Obsidian, and tested gameplay systems by adapting them to a tabletop RPG.
- **Exploration-Focused Narrative Game (Unity, C#, Ink) – 2022 (solo project)**  
Designed and developed a narrative-driven exploration game featuring a branching storyline and a custom dialogue system. Built a bespoke Unity Editor tool to import levels built with TrenchBroom in the *Quake 3* format, streamlining level design and integration. Implemented a fully functional user interface including an inventory, comprehensive save/load functionality and quest progress.
- **Portal-Inspired Puzzle Game (Unity, C#) – 2019-2022 (solo project)**  
Created a puzzle game centred on time manipulation mechanics, such as freezing and rewinding objects—predating similar features in major releases. I developed three playable levels, a main menu, and a robust checkpoint system.

- **Twitch Chat-Controlled *Minecraft* Mod (Forge, Java) – 2019-2022 (solo project)**  
Developed a widely adopted Minecraft mod enabling Twitch chat to control gameplay via a custom command system. Prioritised ease of use and extensibility for other mod developers. The mod has over 20,000 downloads on CurseForge. I later produced YouTube content featuring streamer highlights to promote the mod.
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### **Manager, Creative Writing Society**

*University of Staffordshire | 2024-2025*

- Led a society revitalization (rebranding, marketing), significantly increasing membership and engagement, showcasing project leadership and outcome-driven management.
- Cultivated a collaborative, feedback-positive environment for creative projects; organized and managed large-scale events, strengthening team cohesion and community impact.

## **Education**

### **English Literature and Creative Writing (BA Hons.)**

*University of Staffordshire | 2023-2025*

As an English Literature graduate, I have learned how to give and implement constructive criticism, helping others develop their negotiated projects and applying contextual knowledge of contemporary art. I started the Creative Writing Society to expand my learning and help others, using what I learned from my course.

## **About me**

Inspired by creative sandbox games like *Super Mario Maker*, *Garry's Mod* and *Portal 2*, I'm passionate about developing player-driven, inspiring games. My background in English Literature has equipped me with strong analytical skills and a creative approach to problem-solving. This has allowed me to identify both strengths and weaknesses in the games I play. I enjoy tackling the challenge of reimagining existing systems and mechanics to improve them based on my experience.

While building my turn-based RPG in Godot, I drew inspiration from Baldur's Gate 3 while addressing one of its key issues: its complicated and clunky controller UX. I've worked to create a more intuitive and accessible experience, taking cues from the sleek and efficient UX design of Persona 5. The gameplay itself is based on Paizo's Pathfinder tabletop system, though it has been heavily simplified to reduce the cognitive load on players, ensuring they can focus on strategy and immersion without being overwhelmed by excessive information.