

Ben Targett

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Summary

I am an experienced game programmer, writer, editor and team manager. I have previously built and managed a student group, and have worked in teams to produce games and written content collaboratively.

Experience

Game Developer & Programmer

Personal Projects | 2019-2025

- **Turn-Based RPG Prototype (Godot 4, GDScript) – 2024-present**
Prototyped a turn-based RPG, implementing all core systems including camera controls, combat mechanics, damage calculations, and user interface. Designed UI mock-ups in Photoshop and translated them into custom Godot Control Nodes, showcasing both design and technical skills.
- **Exploration-Focused Narrative Game (Unity, C#, Ink) – 2022**
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 Quake 3 levels from TrenchBroom, streamlining level design and integration. Implemented comprehensive save/load functionality, including player inventory and quest progress. Delivered a fully functional user interface.
- **Portal-Inspired Puzzle Game (Unity, C#) – 2019-2022**
Created a puzzle game centred on time manipulation mechanics, such as freezing and rewinding objects—predating similar features in major releases. Developed three playable levels, a main menu, and robust save/load systems. Used as the final project for A-Level Computer Science, demonstrating advanced Unity proficiency and original gameplay design.
- **Twitch Chat-Controlled Minecraft Mod (Minecraft Forge, Java) – 2019-Present**

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 is available on CurseForge and Modrinth, with over 20,000 downloads and adoption by several popular streamers. Produced YouTube content featuring streamer highlights to promote the mod.

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Manager, Creative Writing Society

University of Staffordshire | 2024-2025

- Revitalised the Creative Writing Society by leading a rebranding initiative and implementing effective marketing strategies, resulting in increased student engagement and membership.
- Fostered an inclusive and supportive environment for writers of all backgrounds, promoting creativity and collaboration and helping artists feel comfortable sharing their work and receiving feedback.
- Successfully navigated internal society politics and maintained strong, professional relationships with other student groups, communicating effectively.
- Organised and managed large-scale collaborative events, enhancing the society's profile and impact within the university community.

Sales Associate (Seasonal)

HomeSense | Winter 2022

- Integrated quickly into a fast-paced retail team, building positive working relationships and supporting colleagues during peak shopping times.
- Took on extra shifts and overtime, demonstrating flexibility and a strong work ethic.
- Effectively managed and delegated workloads to ensure smooth store operations during busy periods.
- Maintained a customer-first attitude, handling a variety of responsibilities and delivering excellent service under pressure.

Education

I am currently a third-year English Literature and Creative Writing (BA Hons) student at the University of Staffordshire. I have earned excellent grades, including a grade 8 in GCSE computer science and a 7 in English literature. I later received a C in both computer science and English literature at A level.

Skills

- Game development (Unity, Godot, Unreal Engine)
- Programming (C#, GDScript, Java and others)
- Custom tool and system design (Unity Editor tools, dialogue systems, command systems)
- User interface (UI) design and implementation
- Narrative and branching story design
- Level design and integration
- Version control (Git)
- Project management and team leadership
- Event planning and organisation
- Marketing and branding for student societies
- Cross-group communication and collaboration
- Conflict resolution and professional negotiation
- Community building and fostering inclusive environments
- Video editing and content creation (YouTube highlights)
- Public speaking and workshop facilitation (Open Mic nights, introductory sessions for Creative Writing Society)