



BEN WELLS

Game Developer, Designer

Contact Details

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Professional Skills

Unity Development

C#

Javascript

Java

Web Development

Lua

Unit Testing

Git

Timeline management software

Agile

Work Experience

Game Designer at Code Kingdoms June 2015 - Current

A highly mixed role. In early days, I worked on the design of an educational game, with a focus on user engagement, retention, UI design, and automated testing.

Worked at the forefront of a major rebranding effort, designing and building much of the website front-end.

Currently in charge of designing educational content for coding courses, planning the curriculum, ad assorted side roles including artist, technical support, advert designer, and animator.

Freelance Developer at GEparle June 2014 - August 2014

I was the sole developer in a team of three, developing an educational game to teach foreign language French, in Unity. Reviewed and scoped decisions made by the project lead and designer, with a focusing on maximising the team's output within a very limited timeframe.

Education

BSc in Computer Science, University of Warwick October 2012 - June 2015

Degree was highly focused on AI, with my dissertation titled "An AI to create 2D platform games with unique mechanics".

Other relevant pieces of coursework include created a 3D pong game in OpenGL, building and optimise an AI for a robot in a simulation to win a game, and highly optimise a large scale physical simulation.

Relevant Experience

Long time hobbyist independant game developer, having worked mixed roles on varied team sizes, on numerous different projects. Frequent game jam participant. Please consult my porfolio for further details.

As a developer, mainly versed in Javascript, Java, HTML, C, C#, UnityScript, Lua, CSS, less.js. Experienced in working as part of a small and dynamic team. Experience with Git, Agile software methodologies, and timeline management software including Trello and Jira.

Adept at visual design, having done art direction, web design, and video animation as part of my current role.

President of Warwick Game Design society, which involved organising and delivering talks, running events, and teaching newcomers how to develop games