

Ben Townsend  
Game Designer  
Manchester, UK  
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## Employment History

### **HMV Retail Ltd**

September 2006 - October 2015

### **Alien Globetrotters Youth Club**

April 2002 - March 2011

## Qualifications

### **University of St. Mark and St. John**

Ba(Hons), Computing and Information Technology with Education Studies, 2:1  
2007

## About Me

I am a hardworking and knowledgeable designer and I enjoy dedicating myself to a project, making sure that every aspect is as good as it can be. I have been able to motivate myself into self publishing two games for mobile, both of which are currently available on Google Play. Two of my strongest skills are my work ethic and ability to research. No matter what the game's subject matter may be, I like to thoroughly find out as much as possible and implement what I learn into the game.

I also have a good head for numbers and am happy to calculate appropriate character stats, enemy spawn rates, weapon power or whatever is required to achieve a balanced game. As I enjoy working with numbers, people and managing data, in the long term I aspire to work in project management within the industry. I can also be creative and like to approach existing concepts from different angles and think of alternative methods. If I come across an issue I will not spend hours banging my head against a wall and would rethink the situation to find a solution.

Outside of the video game industry I am an avid boardgamer and play regularly with friends every week. I am also currently in the process of developing my own board game, with a goal to have it on Kickstarter in early 2017. I have taken part in multiple Ludum Dares as a solo entrant and in the inaugural Jamchester Game Jam in a team of three. I also run regularly and have pushed myself to enter multiple marathons and half-marathons. I cycle too and have done cycle tours in Italy, France, Belgium, the Netherlands, Germany and the Czech Republic. I like to do charity work when I can and have volunteered to teach English and work in orphanages in India, Ghana, Thailand and Vietnam. Whilst on these trips I wrote public blogs which have helped me to improve my writing skills and in communicating through documentation. The trips also allowed me to meet have many great experiences and to meet a variety of people from different cultures, which I look forward to being able to feed into my game designs.

## Software Proficiency

Unreal 4, Unity, Game Maker, Maya, Photoshop, Mercurial, Github, Axosoft, Pycharm and Trello.