

# Benjamin G. Rodgers

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## **EDUCATION:**

**Savannah College of Art and Design**, Savannah, GA

BFA, Interactive Design / Game Development, May 2008

- Graduating GPA: 3.8 / 4.0
- Dean's List
- Academic Honors Diploma
- GDX: Best Digital Game: "Tank" – 2008
- GDX: Best Character Design – 2008
- GDX: Best Interactive Flash Applet – 2006

**Cogswell College**, Sunnyvale, CA

Maya Boot Camp, Summer 2003

## **RELEVANT EXPERIENCE:**

**Senior Game Designer**, 2016 – Present

Wargaming Seattle, Redmond, WA

- Current projects include, but not limited to, a AAA online game in the Wargaming brand
- Collaborate with a large team of multidisciplinary skill sets to create gameplay elements
- Design gameplay systems, including metagame and combat systems
- Responsible for pitches, documentation, and scripting of gameplay prototypes
- Instruct and mentor associate designers

**Game Designer**, 2014 – 2016

Wargaming Seattle, Redmond, WA

- Worked on gameplay modes for two titles in the Wargaming brand
- Responsible for designing, scripting, and ongoing balance of game modes
- Organized playtests and documentation of internal feedback on modes

**Lead Game Designer**, 2010 – 2014

Kiz Studios Inc., Charleston, SC

- Responsible for design of digital products, including design documents, art, scripting and interactive elements
- Organized and managed a team in agile development to meet deadlines and respond to customer feedback
- Oversaw and expedited the release of digital titles
- Created user experience workflows, including menu patterns for both mobile and free-to-play games
- Created art assets, including UI and UX elements
- Wrote testing documents for user experience feedback
- Organized product testing, both in-studio and remotely, and developed key analytics markers for active projects
- Titles "Smashmuck Champions" and "Critter Escape" were reviewed favorably by game critics
- Represented company at trade shows and other promotional events, including public speaking engagements, interviews and webcasts

**Level Designer and UI Artist**, 2009 – 2010

Kiz Studios Inc., Charleston, SC

- Created and managed design documents, organized level content and built levels for a massive multiplayer online game
- Created user interface layouts and art elements for Flash and mobile titles

**Nintendo DS Artist, 2008 – 2009 Creat Studios, Canton, MA**

- Learned toolsets, engine specifications, level design, modeling and texturing environments and characters for the DS, PSP, and Playstation 3
- Released titles included “Tony Hawk’s Motion,” “Pinballistik,” and “Cuboid.”
- As an independent project, I worked on graphics for the handheld game “Alien Havoc”
  - Responsible for sprite art, animation, and menu designs
  - Created original menu graphics and style guides
  - Title was published in 2010 by Creat Studios

**TECHNICAL SKILLS:**

- |             |              |                           |
|-------------|--------------|---------------------------|
| ● Photoshop | ● Maya       | ● Unreal ED               |
| ● 3DS MAX   | ● C#         | ● Normal Mapping Software |
| ● ZBrush    | ● JavaScript | ● Microsoft Word          |
| ● Unity     | ● Flash      | ● Microsoft Excel         |