

Benjamin Stewart
Game Designer and Scriptor
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Experience

JokerCrush(Contract with rangle's Mysfits) **Sept 2017 to Feb 2018**

- Fixed gameplay system bugs.
- Playtested the game to find bugs.
- Reported bugs on team's Trello Board.
- Tested builds on Android devices.

Norman Rockwell Vr Experience(Sponsored by The Norman Rockwell Museum)

- Scripted an interactable Radio for VR. **Feb 2017 to May 2017**
- Imported finished 3D art assets into Unity.
- Replaced placeholder art with finished 3D art assets.

Clan Helsing(student collab at AAU) **Feb 2017 to May 2017**

- Scripted player health bar, UI for current item being used(weapon, health pack, special items) and blood splatter effect when play is hit.
- Scripted Main Menu buttons and transitions to other scenes.
- Made asset list for UI artist.

Tranquil Angling(Vr Game Jam at AAU) **March 2017**

- Co-designed the idea for the game with other game designer.
- Made art asset lists.
- Scripted fish behavior.
- Imported finished art assets to the game engine.

Related Experience

CINÉARTS MARIN **May 2014 to Feb 2016**

- Cashier

Work Study at AAU **Feb 2016 to May 2017**

- Checked students in and out of computer lab.
- Checked out equipment to students and staff.
- Helped students with Unity 3D, Unreal 4, C# and Blueprint.

Skills

Unity 3D, Unreal 4, C#, Blueprint, Actionscript 3, Autodesk Maya, Photoshop, Flash, Illustrator, Perforce, Visual Studio, Microsoft Office and Sublime Text 3

Education

Academy of Art University - San Francisco, CA **Sept 2012 to May 2017**
Bachelor of Fine Arts Degree in Game Development