

Benjamin J. Thomson

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About Me Working on games is my passion. From mobile to monitor, I seek to create experiences that people will enjoy. If I can be making players shout out loud with excitement over a mechanic I designed, then I will be doing just that. Peoples excitement is infectious, and I seek to infect the world. That's my goal.

Skills

Management

- Timeline Organization
- Backlog Maintenance
- Wiki Upkeep

Design

- Level Design
- Systems Design
- Experience Design

Applications/Technologies

- JavaScript
- Unity 3D
- C#
- Photoshop
- Illustrator
- Excel

Education

B.S. Degree in Electronic Game Design

Champlain College

Burlington, VT

August 2011 - May 2015

Champlain College

Montreal, QC

January 2014 - May 2014

Experience

Puzzle Designer

Freelance

Burlington, VT

January 2015 - Present

Puzzle Designer for the Vivid Grid project, a collaboration with nahcsgames.

- Crafted introductory puzzles to teach players key mechanics.
- Worked with the Project Lead to help devise engaging systems.
- Used the level editor made by the Project Lead effectively.
- Tested finished puzzles to ensure the intended solution was also the solution that required the least moves.

Lead Level Designer

Student Project

Burlington, VT

January 2015 - May 2015

Lead Level Designer for Champlain College's 2015 Game of the Year: Hyper Syntax.

- Working closely with Environments Artists to develop engaging and eye-catching levels for players to navigate.
- Assimilating into a previously established team and adhering to an established work flow.
- Overseeing other level designers and giving constructive feedback and criticisms.

Lead Game Designer & Producer

Student Project

Montreal, QC

January 2014 - May 2014

Lead Game Designer and Producer for the Pierce the Dark project in Production II class. This class was taught by experts currently in the industry at Champlain's Montreal campus.

- Assumed responsibility for Scrum & Agile structures, as well as maintained task boards.
- Integrated new team members into a previously established team.
- Designing level tiles to be integrated into a Procedurally Generated Level creator.