

BEN STODDARD

LEVEL DESIGNER

Lost Boys Interactive Senior Level Designer

08/22 - 03/24

Open World Survival Pitch Project

- Broadened skill set by acting as a Technical Designer and pitched, documented, and designed key features such as weapons, equipment, interactive objects, item creation, character loadouts, gameplay scripting and high level game flow states
- Created character and equipment based abilities using Gameplay Ability System for Unreal 5
- Fostered a communicative, collaborative environment with the team while mentoring other designers offering feedback and guidance

First Person Tactical Shooter Project

- Created a one level mission for a squad based tactical shooter
- Designed encounters and mission scripting for entire level
- Responsible for placement and refinement of cover and vaulting markup
- Created scripted sequence events using Unreal Sequencer

Unannounced FPS

- Acted as Mission Designer, responsible for scripting 3 main missions and 5 side missions in one level
- Owned blockout and scripting for boss encounter in zone
- Reviewed level design work of zone giving feedback on regular basis

Unannounced Tactical FPS

- Owned 9 different levels acting as gameplay scripter, encounter designer, and level designer from early production through polish phases
- Reviewed other designers work giving feedback and guidance
- Worked with cinematic designers to create seamless flow into and out of gameplay
- Roughed out several cinematics and scripted sequences using Unreal Sequencer

Indie Dev

03/19 - 08/22

- Created four single player Half Life 2 projects
- Mentored student designers giving input on created levels
- Provided feedback to Leads to improve player experience of game

Hangar 13

01/15 - 11/16

World Designer

- Created combat spaces across 6 districts in an open world
- Balanced game economy across 3 districts
- Integrated narrative elements into combat spaces game wide
- Worked with animator and programmer to create world interactions
- Collaborated with tools programmers on tool feature requests
- Worked with artists to bring combat spaces within memory budgets
- Collaborated with other designers sharing combat/narrative spaces
- Worked with programmers to implement auto generated cover system



stoddard.ben@gmail.com



benstoddard.com



[@IMakeLevels](https://twitter.com/IMakeLevels)



[/in/benstoddard](https://in.linkedin.com/in/benstoddard)



XXX-XXX-XXXX

ABOUT ME

A seasoned Designer with 14 years of experience, passionate about crafting enjoyable and compelling experiences while continuously pursuing new opportunities for learning

SKILLS

DESIGN

Scripting
Level Design Documentation
Layout Creation
Encounter and Puzzle Design
Narrative Design
Lighting
Prototyping
Combat Design
Unreal Engine
Mentorship

BONUS

Maya
Jira
Perforce
Photoshop
Tools Design

SHIPPED TITLES DESIGN

Mafia 3 - Hangar 13
Tomb Raider - Crystal Dynamics

Sledgehammer Games QA Tools Tester	06/13 - 10/14
<ul style="list-style-type: none">• Tested suite of tools for developers generating bug reports and performing regression on fixes• Performed code merges on tools suite from other associated studios	
Crystal Dynamics Designer	05/10 - 05/12
<ul style="list-style-type: none">• Created and tuned physics objects• Drove NPC performance beats through several levels• Blocked out levels using Maya and modular assets in proprietary editor• Prototyped combat scenarios around gear based items• Created narrative setups utilizing custom cameras• Prototyped stealth gameplay and establish global metrics for systems• Created special case AI enemies for one off encounters• Created audio hooks within animation system• Worked with audio team creating scripts for music/SFX implementation• Collaborated with cinematic designers creating script hooks transitioning to/from gameplay	
Zynga Game Network QA Tester	11/09 - 05/10
Crystal Dynamics QA Tester	07/08 - 07/09
LucasArts QA Tester	06/07 - 07/08
Atari QA Lead Tester	01/06 - 06/07

SHIPPED TITLES
QA

- Call of Duty: Advanced Warfare
- Batman: Arkham Asylum
- Tomb Raider: Underworld
- Star Wars: The Force Unleashed
- Thrillville: Off the Rails
- Centipede
- Asteroids
- Arthur and the Invisibles
- Test Drive Unlimited
- Kao the Kangaroo Round 2