

Ben Faulkner | Lead Designer

Campaign / Gameplay / Systems / Player Experience

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Leadership: 5+ years leading multidisciplinary teams on multi-million dollar, international projects

Titles: Unannounced Project, Minecraft Legends, Crossfire Legion, Canceled UE5 Project, Scholarly

Genres: 9+ years experience in Strategy, Action, RTS, Open World, RPG, FPS, Platformer, Roguelikes

Platforms: PC, Xbox, Playstation, Nintendo Switch, Minecraft Launcher, Gamepass, Steam, Android

Software Proficiency

Engines: UE5, Bedrock, Godot, Unity, Game Maker, Galaxy Map Editor, Source, and more

Languages: Blueprint VS, B#, C#, Lua, Javascript, Java, GDScript, GML, HTML, English, French

Media: Photoshop/GIMP/Krita, Blender/Maya, VEGAS/Premiere, Audacity/DAW, Famitracker

Documentation: Google Suite, Word/Excel, Miro, Notion, Figma, Pinterest, OBS, Confluence

Tools: GitHub, ADO, Perforce, Hansoft, Jira, Confluence, Trello, Mantis, Slack, Discord, etc.

Game Development

Cold Iron Studios

SENIOR SYSTEM DESIGNER (2024-Present)

Unannounced UE4 Project

- ◇ Rapidly grasped an inherited toolset and put to immediate use improving existing content
- ◇ Lead and aided engineers in development of a complex companion AI system that dynamically reacts to player count, game setting and combat scenario to compliment the player(s)
- ◇ Worked with Combat, Level Design and Enemies teams to develop and tune 6 difficulty tiers
- ◇ Mentored junior/intermediate designers to develop soft/hard skills for better job performance

Jamin Games - Portfolio Development

UE5 SOLO-DEV (2023-2024)

UE5 - D-Day Dungeon - WIP

- ◆ Built FPS framework from scratch, Developed weapons, abilities and core FPS systems
- ◆ Grey-meshed campaign prototype to further develop core gameplay, focusing on affordances, framing objectives, pacing, flow, player agency and meaningful play spaces.
- ◆ 3D modeled and textured weapons, level art and developed functional niagara particle systems.

Blackbird Interactive

LEAD LEVEL DESIGNER (2023)

Unannounced UE5 Project

- ◇ Used UE5 tools to rapidly blockout scenes empowering teams to meet milestone targets and solidify game vision from prototype phase onwards.
- ◇ Developed UE5 design best practices while training, mentoring and supporting designers.
- ◇ Built open-world levels, scripted critical mission beats and crafted player objectives. Developed gameplay hazards and obstacles to create a more engaging player experience.

LEAD GAMEPLAY DESIGNER (2023-2024)

Microsoft / Mojang - Minecraft Legends

- ◆ Analyzed user data to identify underperforming features, consulted dev teams on solutions and improved features by ensuring gameplay feedback accurately represented feature mechanics.
- ◆ Provided sympathetic support for the whole team on a sunseting project, motivating leads and their devs to maintain focus, exceed milestone expectations and improve morale.
- ◆ Organized a cross-disciplined strike team that overhauled the RPS, adjusted all difficulty levels and improved combat clarity to address player feedback.

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LEAD CAMPAIGN DESIGNER (2021-2023)

Microsoft / Mojang - Minecraft Legends

- ◇ Managed a team of campaign designers, script programmers and technical designers while regularly providing career development and performance reviews.
- ◇ Worked directly with Mojang to pitch, develop and refine the project and subsequent features, while consistently exceeding milestone expectations to further strengthen publisher relations.
- ◇ Integrated narrative and cinematic content seamlessly with the campaign. Collaborated across teams on factions, bosses and level designs for unique, memorable and consistent open world fun.

SENIOR LEVEL DESIGNER (2018-2021)

Microsoft / Mojang - Minecraft Legends

- ◆ Leveraged community experience with the MINECRAFT IP to inform each design, respecting the IP roots while pushing designs into exciting new territory.
- ◆ Developed the core Piglin experience including all 1.0 levels. Developed, documented and maintained suite of campaign development tools.

MISSION SCRIPTER / DESIGNER (2017-2018)

Smilegate - Crossfire : Legion

- ◇ Designed and built levels, scripted mission encounters and objectives, implemented commanders and abilities and developed proprietary LUA scripting tools for use in Unity.
- ◇ Worked with all design disciplines to improve game balance, pacing and the overall experience

Academic / Personal Projects

GAME DESIGNER / MANAGER (2015-2016)

Gamemaker Studio - Chromalife

- ◆ Successfully led a 7 person team developing a mobile platformer, partnered with SFU researchers.
- ◆ Designed and built platformer mechanics, art pipelines, levels and narrative.

LEVEL DESIGNER / BIZ DEV / LEAD (2016)

UE4 / Oculus VR - BOOTSTRAP

- ◇ Pitched, co-led, prototyped, level / gameplay designed and quality assured a UE4 Sci-fi narrative FPS.
- ◇ Built mechanics, levels, scripts and wrote narrative to make best-use of the Oculus VR headset.

GAME DESIGNER / LEVEL DESIGNER (2016)

GME Starcraft 2 - Dredge Effect

- ◆ Created an open world, standalone RTS experience with multiple strategies and viable paths.

Academic Experience

The Art Institute of Vancouver (2014-2016)

Inaugural Senior Research Fellowship recipient.
Received Game Art and Design diploma.
Let's Make A Game Club founder.

The University of Guelph-Humber (2005-2009)

Practiced landscape and in-studio digital / film photography, Media / Communications Theory.
Digital editing, Public Relations and Journalism.

Previous Work Experience

Warehouse Sorter / Key Holder (2015-2016) - Regional Recycling, Return-it

Culinary Arts (2003-2014) - The Keg, Moxies, The Fairmont CLL, Wayne Gretzky's, Café Deux Soleils

Personal Interests / Other

Photography / Digital Media | Music / Drums | Astronomy / Space Exploration | Sci-fi / Fantasy / Fiction | Reading / Writing | Mountain and Trail Hiking | Anime / Isekai | Noodles / Ramen | Ancient History / Anthropocene | Travel / Cultural Exploration | Maps / Cartography | Vegetarian Cooking / Gastronomy