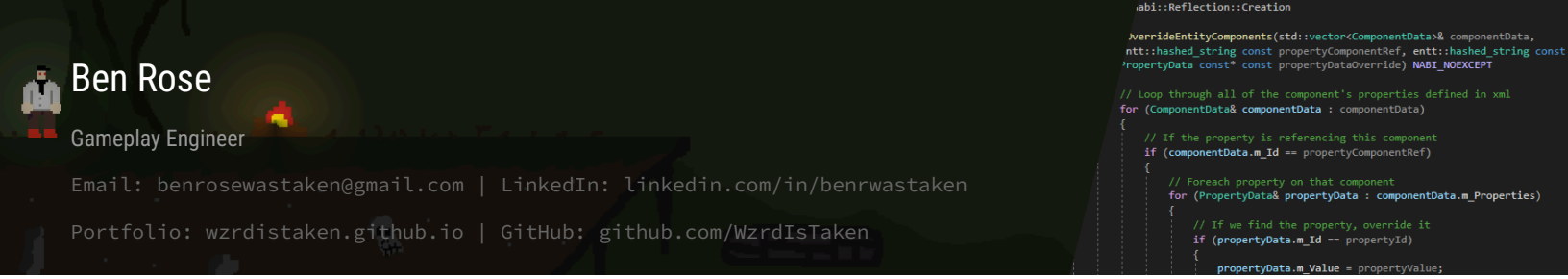

Ben Rose

Gameplay Engineer

Email: benrosewastaken@gmail.com | LinkedIn: linkedin.com/in/benrwastaken

Portfolio: wzrdistaken.github.io | GitHub: github.com/WzrdIsTaken

PROFILE

I am an undergraduate Gameplay Engineer with a year's industry experience at Playground Games using C++ & C# to develop Forza Horizon 5 and its Rally Adventure DLC. Key to my role was ensuring stability of the game using player emulation testing through Microsoft's Intelligent Bot Automation toolset.

I am set to graduate from the University of the West of England in 2024 with a Games Technology BSc (Hons). Here I completed solo and group projects using C++, C#, Unity and Unreal (see my portfolio) and my first class working grade has been recognised by inclusion on the Dean's list. For my dissertation I am building a developer friendly memory allocator to improve application efficiency.

To further develop my skills I have also undertaken personal projects including a custom C++ engine with DirectX and an Entity Component System, and created my own full release game "Wardens Teddy".

I am now seeking to continue my career in the games industry as a Gameplay Engineer.

EXPERIENCE

Playground Games — *Gameplay Engineer*

June 2022 - June 2023, Leamington Spa

- C++ & C# development in bespoke engine for Forza Horizon 5 on the Gameplay and Live teams.
- Shipped Horizon Rally Adventure DLC and Event Lab 2.0 on Xbox and PC.
- Investigated, planned and produced end to end automated testing solution using BotBrain.
- Collaborated internationally with Microsoft Studios based in the USA and Poland.
- Planned and costed tasks, working within team sprints.
- Presented developed features to stakeholders.

EDUCATION

University of the West of England — *Games Technology BSc (Hons)*

UWE is TIGA Accredited

September 2020 - June 2024, Bristol

- Working Grade: 1st Class
- Notable Projects:
  - Nabi Allocator - My undergraduate dissertation, a lightweight C++ memory allocator.
  - ZipZap - A fast paced hack n' dash game developed with a team using Unity.
- Worked part time at The Foundry leading a small team. Created a game for an external client.
- Worked part time supporting 1st year students. Completed the ILM Award in Effective Mentoring.

Lord Williams School — *A Level & GCSE*

September 2013 - June 2020, Thame

- 3 A Levels, grade A, including Computer Science (A)
- 9 GCSEs, grades 7-8, including Maths (7) and English (8)

SKILLS

Technical

C++, C#, Version Control (Perforce/Git), Testing, Continuous Integration (TeamCity), Visual Studio

Engines

Bespoke C++ Engine @ Playground, DirectX (own engine), Unity, Unreal / Visual Scripting

Personal

Teamwork, Communication, Presentation, Planning, Time Management

Miscellaneous

Rust, VR, Python, Xbox & PS SDK, Power BI, Kusto, Web (HTML/CSS/JS), Teams/Office Suite, Slack

ACHIEVEMENTS

Inclusion on the Dean's List for a first-class working grade across all university modules.

Completed all levels of the Duke of Edinburgh's Award, including Gold.

Competed at swimming at a national level.

HOBBIES

Climbing, Running, Travel, Programming, Korean, Reading, Swimming, Playing Games

REFERENCES

Peter Scorgie - Associate Lead Engineer @ Playground Games - peter.scorgie@playground-games.com

Lloyd Savickas - Games Technology Programme Leader @ UWE - lloyd.savickas@uwe.ac.uk