



# BEN BROER

Level Designer/Game Designer

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## SKILLS

Analytical Skills  
Game systems  
Documentation writing  
Critical thinking  
Problem solving  
Leadership  
Organizational Skills  
Verbal Skills  
Time Management

## TECHNICAL SKILLS

Agile  
MDA Framework  
SCRUM

## SOFTWARE

Maya  
Unreal Engine 4/5  
Unity  
Unreal Engine Blueprints  
Photoshop  
Illustrator  
inDesign  
After Effects  
UVlayout  
Substance Painter/Designer

## AWARDS

SCAD Academic Honors  
Scholarship  
(2018, 2019, 2020, 2021, 2022)

SCAD Achievement Honors  
Scholarship  
(2018, 2019, 2020, 2021, 2022)

NAIA Sun Conference All-  
Academic Award Honoree  
(2019, 2021)

## EXTRACURRICULAR

SCAD Men's Soccer Team  
(2018-current)

UCC Summer Camps  
Counsellor (2016 - 2021)

## Projects

### Level Design - Donut Eclipse: A First Person Cuter (Group Project/Game Jam) *\*Won Best Game Design\**

2022

Group project for Global Game Jam. Designed the layout of the map using UE4. Helped design some of the mechanics within the game.

### Level Design - Trainyard: Multiplayer FPS (Solo Project)

2021

Created a design for a FPS styled game. Focus on lines of sight, cover points, and POIs.

### Level Design - Hitman Style Game (Solo Project)

2021

Created a design for a hitman style mission. Focus on player choice and replayability.

### Lead Game Developer - Delta TechOps Mobile Game (Group Project)

2021

Selected by SCAD to be a member of a team to work on the collaboration with Delta TechOps to create a mobile game to use as a teaching tool for new mechanics.

### Environment Artist - Moon Pool (Solo Project)

2021

Designed the layout of the level. Fully modelled in maya, textured in Substance Painter and Designer, and compiled in UE4. Scripted the materials and water caustics in UE4.

### Lead Designer - Mortar Girl (Group Project)

2020

Lead designer on the project. Organized group meetings, in charge of playtesting and documentation. Designed the map and mechanics within the game.

### Game Designer/Project Manager - Forest Guardians (Group Project)

2020

Organized group meetings, assigned team-member tasks, documentation write-ups, designed rulebook, and game balancing for Forest Guardians, a tabletop strategy game. Forest Guardians eventually made it as a finalist in the schools annual Entelechy Show.

\*SCAD Entelechy Show - Board game finalist 2020\*

### Level Design/Artist - Warzone (Solo Project)

2020

Designed layout of level using UE4, sculpted 3D assets in Maya, painted 3D assets in Substance Painter, configured and textured it all in UE4 and UE4 Blueprints.

## Education

Savannah College of Art and Design (SCAD)

### BFA Game Development

GPA: 4.0

Expected graduation date: June 2022

Citizenship: US, Canada