

BEN SANDFELDER – INDIE GAME DEVELOPER

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OBJECTIVE

Create engaging, immersive, and memorable games by exploring the areas of game design where mechanics and story can intersect and complement each other.

SKILLS

Game and Level Design

- Level design and blockout
- UI/UX design for games and applications
- Game system design, balancing
- Non-digital prototyping
- Playtest conducting, iteration

Leadership and Project Management

- Ran a successful Kickstarter campaign
- Hiring and directing freelancers
- Provides constructive feedback

Creative and Technical Writing

- Game design documentation
- Adherence to style guides
- Screenplay writing
- World building

Game Engines

- Unreal Engine 4, 5
- Unity 5 Engine
- Core Engine
- Gamemaker Studio 2
- RPG Maker MV
- Twine

Scripting and Programming

- Unreal Blueprints
- C# for Unity, Lua, GMS, Ruby

Presentation and Storytelling

- Regular speaker at local conventions
- Volunteer game master at conventions

PUBLISHED WORKS

Freelance Monster Designer – *The Tales were True* (In Development)

March. 2022 – Present

- Translates writers' visions into new monsters, balanced encounters, and intuitive mechanics

Creator – *Horns, Scales, and Tails*

June 2022

- Designed, wrote, and illustrated a packet of player options based on an existing ruleset.

Freelance Writer – *The Seeker's Guide to Twisted Taverns* by Eldermancy

Feb. 2021 – Apr. 2021

- Contracted to write the Dancing Horse and Bloated Bounty taverns
- Collaborated with a project lead, writers, and artists to create a consistent tone.

Producer, Designer, Writer – *Lightning War*

Apr. 2018 – Jul. 2020

- Independently developed, playtested, and published an original tabletop roleplaying game.
- Organized a successful Kickstarter campaign that raised 113% of its funding goal.
- Built a team of freelancers, created a schedule, and directed production of the final product.

Freelance Writer – *Bloodlust Contained* by Baldman Games

Jan. 2018 – Aug. 2018

- Adhered to an existing intellectual property's strict branding and style guides.

DIGITAL GAMES

Writer – *Freeport Adventures* by Drowning Monkeys Games (Unreleased)

Feb. 2021 – Apr. 2021

- Outlined a branching narrative for an adventure game with a branching narrative.
- Incorporated tools like flowcharts and Twine to prototype interactive elements and puzzles.

Level Designer – *Colony Clash*

Sep. 2020 – Oct. 2020

- A 4v4 arena shooter level for Core Engine's *Arenas of Combat* contest.
- Level was one of two runners up for the Sci-fi category.

Game Designer – *The Tomb of Many Eyes*

Aug. 2020 – Sep. 2020

- Created a cooperative hack-and-slash adventure with puzzles in Core Engine

CONSULTING

Design Consultant - Giants Business Ecosystem

Aug. 2021 - Present

- Consults with academics and entrepreneurs from multiple disciplines.
- Advises the group on gamification, UI/UX design, educational design, and interactivity.

EDUCATION

Savannah College of Art and Design

Sep. 2013- Jun. 2017

B.F.A - Interactive Design and Game Development, graduated cum laude (3.67 GPA)