

## **Ben Coleman**

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## **Work History:**

### **The Amazing Society**

**2009 - 2011**

Lead Level Designer: Super Hero Squad Online (PC)

- Responsibilities include leading a team of 4 mission designers, daily product review, level layout and flow design, AI scripting, and mentoring the junior designers.
- Work with artists, engineers and game systems designers to ensure the vision of the game will be delivered on time and on budget.

### **Foundation 9 Entertainment**

**2008 – 2009**

Lead Level Designer: X-Men Origins Wolverine (Wii)

- Responsibilities include leading a team of 6 mission designers, daily product review, level layout and flow design, puzzle design and implementation, AI scripting, cinematic events and mentoring the junior designers.

### **Sierra Online**

**2008 – 2008**

Lead World Designer:

- Lead a four person world design team, scheduling, documentation and construction.
- Work with artists, engineers and game systems designers to ensure the vision of the game will be delivered on time and on budget.

### **THQ INC.**

**2005 – 2008**

Lead Level Designer:

- Managed a five person mission design team, mission design scheduling, mission documentation authoring, creation of 3D block outs of game play spaces in Maya
- Worked with artists to define the look and feel of a level, and implementing mission scripting using the Unreal 3 Kismet visual scripting system.

### **Surreal Software/Midway Entertainment**

**2002 - 2005**

Lead Level Designer: Suffering Ties That Bind (PS2, Xbox, PC)

- Managed a team of mission designers while designing eight of the sixteen levels.
- Additional responsibilities included game/creature mechanic design, level layout design, creation of 3D block outs of game play spaces in Maya, puzzle design and AI scripting.
- Worked with tools team to create a new Maya to Editor content creation pipeline.

Game Designer: The Suffering (PS2, Xbox, PC)

- Contributions consisted of AI scripting, game event scripting, level layout design and bug fixing.

Level Designer:

The Fellowship of the Ring (PS2, PC)

- Reconstructed the game for the Playstation 2 and PC using Surreal's proprietary toolset and engine. Scripting enemy encounters and combat scenarios.

### **Amaze Entertainment**

**2001 - 2002**

Level Designer: Harry Potter and the Chamber of Secrets (PC)

- Responsibilities included developing low level game mechanics, creature design, level layout, puzzle design, and level construction.

### **Monolith Productions**

**1997-2001**

Lead Level Designer: Aliens vs. Predator 2 (PC)

- Responsibilities included leading a team of mission designers, game preproduction design, level layout and flow design, level construction, texturing, lighting, puzzle design and implementation, AI scripting, cinematic events and assisting the junior designers.

Level Designer: No One Lives Forever (PC)

- Responsibilities included designing the layouts for two levels using the Lithtech editor.

Level Designer: Blood 2 The Chosen & Blood 2 the Nightmare Levels (PC)

- Responsibilities included level layout design, level construction, texturing, lighting, puzzle design and implementation, AI scripting, and creating cinematic events for the third episode of the game. I also created a death match and capture the flag map.

### **Skills:**

I am proficient with the following development, content creation, and project tracking tools:

- Unreal 3
- Lithtech
- Source Engine
- Unity 3d
- Bigworld
- Adobe Photoshop
- Maya
- 3ds Max
- Perforce