

# BEN STODDARD

## LEVEL DESIGNER

### CONTACT



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### EXPERIENCE

Indie Dev 03/19 - Present

- Created three single player Half Life 2 projects
- Mentored student designers giving input on created levels
- Provided feedback to Leads to improve player experience of game

Sabbatical 11/16 - 03/19

Hangar 13 World Designer 01/15 - 11/16

- Created combat spaces across 6 districts in an open world
- Balanced game economy across 3 districts
- Assisted with tool feature creation through tool evaluations
- Integrated narrative elements into combat spaces game wide
- Worked with animator and programmer to create world interactions
- Collaborated with tools programmers on tool feature requests
- Worked with artists to bring combat spaces within art memory budgets
- Collaborated with other designers sharing combat/narrative spaces
- Worked with programmers to implement auto generated cover system

Sledgehammer Games QA Tools Tester 06/13 - 10/14

Crystal Dynamics Designer 05/10 - 05/12

- Created and tuned physics objects
- Drove NPC performance beats through several levels
- Blocked out levels using Maya and modular assets in proprietary editor
- Prototyped combat scenarios around gear based items
- Created narrative setups utilizing custom cameras
- Prototyped stealth gameplay and establish global metrics for systems
- Created special case AI enemies for one off encounters
- Created audio hooks within animation system
- Worked with audio team creating scripts for music/SFX implementation
- Collaborated with cinematic designers creating script hooks transitioning to/from gameplay

Zynga Game Network QA Tester 11/09 - 05/10

Crystal Dynamics QA Tester 07/08 - 07/09

LucasArts QA Tester 06/07 - 07/08

Atari QA Lead 01/06 - 06/07

### SHIPPED TITLES

Mafia 3 - Hangar 13

Tomb Raider - Crystal Dynamics

### ABOUT ME

*A Designer who enjoys creating fun compelling experiences and seeks out new things to learn*

### SKILLS

#### DESIGN

Scripting  
Level Design Documentation  
Layout Creation  
Encounter and Puzzle Design  
Narrative Design  
Lighting  
Prototyping  
Combat Design

#### BONUS

Maya  
Jira  
Perforce  
Photoshop  
Tools Design