

# Benjamin Atherton

Passionate, hard-working Sheridan Graduate & accomplished independent creative, with a versatile skillset. Driven to succeed, works well under pressure.

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### Skill Highlights

- Capable solo dev/programmer, particularly in C# and GDScript. Specializes in rapid prototyping and enemy AI logic.
- Game design with a focus on unorthodox mechanics & systems, using them to express a particular theme.
- Multimedia artist with work as composer/sound designer, artist, and writer.
- Capable team leader, organizer
- 7 years of experience

### Software Experience

- Programs: Aseprite, Blender, Maya, Unity, Unreal, Godot, FMod, Twine, RPG Maker, GameMaker, Ableton, Adobe Illustrator, Photoshop, Excel, Office,
- Programming Languages: C#, C++, GDScript, Java, Javascript

### Work Experience

#### Freelance Game Designer & Developer - 2023 to present

- Commissioned to create a videogame for *Indieocalypse* release 41.
- All contents of the game created solo over the course of a month.

#### Lead Designer & Generalist - [Essentia Omnia](#), *Plate of Meal* - 2023

- Directed team in crafting the vision for the game, designed core systems and additional level design passes.
- Composed soundtrack, acted as additional programmer & artist.
- 1<sup>st</sup> Place Winner of the Level Up Showcase Technical Innovation Award.

#### Freelance Visual Artist/Animator - 2022 to present

- Created all art assets and animations for solo projects, and several collaborative projects.
- Commissioned to create art pieces for private clients and as game assets.

#### Independent Game Developer - 2020 to present

- Creating and self-publishing games, selling them online.
- Solo Designer, Developer, Writer, Artist & Composer of 17 released games.
- Team Leader of several long-term projects.

#### Freelance Composer and Sound Designer - 2019 to present

- Composes and implements soundtracks for all solo, contract and collaborative projects.
- Contracted full-soundtrack composer on several projects.

### Education

Sheridan College, Trafalgar - Bachelor of Game Design & Development

