
 Horsham, West Sussex, UK

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ABOUT ME:

I am a creative, pragmatic and intuitive designer that thrives when put into problem-solving positions.

During my 5 years of professional experience within the game industry as part of Creative Assembly, on top of 15 years in the PC game modding community, I have been responsible for ownership of features, liaising across disciplines, and maintaining game quality in live-service environments.

I have also obtained a vast array of skills that allow me to take on a wide variety of tasks such as balance and systems design, community management and administration, graphics and video editing; along with many other invaluable skills.

I am always looking to learn from others and put myself about of my comfort zone in order to improve my knowledge and push my skills to the next level.

SKILLS

Game Engines:

- Unreal 4 and UDK
- Unity
- Proprietary Game Engines

Software:

- Microsoft Excel
- Microsoft OneNote
- Perforce
- GIT Source Control
- JIRA
- Confluence
- Orchard CMS
- Adobe Photoshop
- Adobe Premiere
- 3D Studio Max

Ben Leech

Gameplay Designer

Experience

Core Designer at Creative Assembly (Secondment)

Projects: Halo Wars 2: Awakening the Nightmare, Halo Wars 2 Season Pass
April 2017 – September 2017

Responsible for design ownership of the Blitz game mode for Halo Wars 2 expansion content which included systems design, balance tuning, implementing new content, discussing community feedback and communicating across all disciplines.

Lead Developer/Founding Member at W3D Hub

Projects: Red Alert 2: Apocalypse Rising, Tiberian Sun: Reborn, Red Alert A Path Beyond
2007 - Present

Worked on a number of FPS mod projects in a variety of roles, mostly covering systems design, gameplay balance and unit implementation and well as performing other roles such as community manager, infrastructure administrator and community spokesperson.

Senior QA Technician at Creative Assembly

Projects: Unannounced Project, TW: Warhammer II, Halo Wars 2
2016 – Present

Provided feedback, suggestions and testbeds to the design team across the projects

Responsible for QA ownership of the Blitz game mode in Halo Wars 2, from the prototyping stage through to release.

Held QA ownership of Warhammer II's "Blood for the Blood God" DLC

Education

Masters of Engineering in Computer Games Design

Staffordshire University
2008 – 2012

Modules included: Several Studies into Military Vehicles in Unreal Engine 3, Several Games Design Modules, Game Creation, Games Engines & Physics, Comparative Physiology and Several Modelling & Animation Modules.

Interests



Singing



Mountain Walks



Go Karting



Cycling

References Available upon Request