Benjamin (Ben) Ferrara

ben.ferrara.5@gmail.com ❖ (832) 794-0601 ❖ Colorado Springs, CO ❖ Portfolio: bens-endeavors.neocities.org

EDUCATION

University of Colorado at Colorado Springs   **December 2024**

Bachelor of Arts, Computer Science   *Colorado Springs, CO*

- **GPA: 3.45 / 4.0**
- Specialization: Game Development
- Minor: Game Design and Development

ACADEMIC EXPERIENCE

Rabid Troll Studios, LLC - Shatterbound   **August 2023 – May 2024**

2.5D puzzle-platformer game made in Unity3D C#   *(Team of 25)*

- Released on Steam, rated **"Positive" (100% positive ratings)**
- Worked with a team of **25 people** (split into different disciplines) using **SCRUM** and **AGILE** methodologies

Gameplay Designer, Gameplay Programmer, Marketing Lead   *Colorado Springs, CO*

- Designed features for a **custom level creator**
- Worked with producers and developers to refine the **design, feel,** and **balance** of **major gameplay systems**

PROJECTS

Flora   **August 2024**

2D puzzle-platformer game made in Unity2D C#, made for a 48-hour Game Jam   *(Team of 3)*

- Out of **166 entries**, Flora was ranked **#8 in the innovation category**

Gameplay Designer, Level Designer, Gameplay Programmer

- Refined the **feel of player movement** through extensive playtesting
- Designed, playtested, and refined all **8 puzzle levels**, and worked with developers to implement them

Something In The Dark   **December 2023**

TTRPG System   *(Solo)*

Game Designer

- Created condensed and approachable ruleset
- Developed expanded communication system that enhances roleplay
- Created **unique player-sided mechanics** to make gameplay more enjoyable
- Playtested and refined for **100+ hours**
- Implemented KILN to create a **custom interactive digital character sheet**

WORK EXPERIENCE

UCCS   **October 2022 – December 2024**

HR Service Center Assistant   *Colorado Springs, CO*

- Received data entry and processing tasks through digital ticket system
- Created tools for automating various data entry tasks

Self-Employed (Twitch.tv / YouTube)   **November 2020 – August 2022**

Twitch Partnered Streamer   *Remote*

- Built and maintained an engaged community **(15k+ followers across all platforms)**
- Designed successful monthly subscription model and content distribution strategy for paying subscribers

CERTIFICATIONS & SKILLS

- **Certifications:** Certified Unity Associate Game Developer
- **Skills:** Programming, Game Design, Systems Design, Gameplay Design, Level Design, 3D Modeling, 3D Animation, Video Production, AGILE, Scrum
  - **Languages:** C#, C / C++, Python, Java, GML, HTML
  - **Tools:** Git / GitHub, Unity 2D / 3D, Unreal Engine 5, Unreal Engine Blueprints, Gamemaker Studio, Maya, Blender, Visual Studio / VS Code, UNIX / Command Line

INTERESTS

- **Interests**: Dungeons & Dragons, Horror Movies, Drawing, Renaissance Faire, Video Games, Game Jams, Cats