

Benjamin Westlake

Technical Game Designer

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ifishbw.github.io



Projects

Kintsugi

Gameplay Programmer / Game Designer

Unreal Engine 5 (Blueprints) | ~13 Developers | [Steam Release](#)

- Worked as 1 of 2 engineers on a team to create an exploration focused 3d platformer.
- Created the player character engineering the movement system and a sophisticated third person camera.

The Bloody Cross

Solo Developer

GameMaker Studio 2 + Ink | [Steam Release](#)

- Solo-developed and shipped a narrative-driven top-down game in four months, implementing gameplay, UI, and dialogue systems
- Built out workflows for Narrative systems using Ink script and a hand drawn art style.

Scroll of Doom

Gameplay Engineer / Game Designer

Unreal Engine 5 (Blueprints) | 5 Developers | [Itch Release](#)

- Create combat system with modular attack definitions and a rune language used for onboarding, and combat telegraphing
- Created HUD elements, environmental assets, and implemented sound design

Bones Whisper

Solo Developer

GameMaker Studio 2 | [Demo on Itch and GXC](#)

- Produced 35 minutes of polished content with over an hour plus prototyped
- Designed and iterated on movement systems to balance accessibility with high mastery depth

+7 Other Games

3 Smaller Games | 4 Game Jams ifishbw.github.io

Education

University of Utah

Bachelor of Science in Games, Minor in Computer Science

August 2022 – Expected August 2026

Takes courses on: Software development, C++, C#, Game + Level Design, art pipelines, and Business of Games



Software



UNREAL



GODOT
Game engine



GameMaker™



GitHub



perforce



Unity



CURSOR



Claude

Languages

GDscript GMscript



C#



Java



C++



Blueprints

Skills

Agile Development

Source control

MVC design

Art fundamentals

UX Design

Game Feel Tuning