Benjamin Anders

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Career Objective

To work as a game design professional in high quality productions, applying my experience from previous projects and my Bachelor's degree in Computer Science.

Education

10/2008 – 09/2011	**Bachelor of Science in Computer Science (Digital Media) at University of applied Science Fulda** Final mark: 2.4 (equivalent to B-) Major subject: Computer Graphics, final mark: 1.0 (equivalent to A) Minor subject: Special Issue in Digital Media: Development of Video Games, final mark: 1.7 (equivalent to B+) Bachelor's thesis: "Video Game Bossencounter – A modular system for cross-platform bossfight development"

Professional Experience

05/2016 – Now	**System game designer at Foundry 42, Frankfurt.** Design and development of new features for Squadron 42 and the Persistent Universe, working closely with the Lead Designer and the Game Director to ensure Chris Roberts' vision for Star Citizen becomes reality. Collaborating with cross-disciplinary teams to execute game systems and lead sprint teams from prototype to live feature. Working on AI behaviour (FPS/Pilots), core gameplay loops, tool and workflow development.
03/2015 – 04/2016	**Technical game designer at Lionhead Studios, Guildford** Design and implementation of gameplay features for the free-to-play AAA title "Fable: Legends". Scripting logic and building on existing behavioural systems to create characters/gameplay whilst working closely with Designers, Animator Visual effects artists, Programmers and Audio Technicians.
09/2013 – 08/2014	**Game designer at Deck13 Interactive GmbH, Frankfurt** Design and development of Bossfights for the Next-Gen RPG "Lords of the Fallen", as well as enemy behaviour and balancing.
03/2013 – 09/2013	**Bachelor´s thesis and part time game designer at Deck13 Interactive GmbH, Frankfurt** Part time work on Lords of the Fallen including my bachelor's thesis about a modular system to create and design bossfights in cross-platform games, exemplified at bossfights in Lords of the Fallen.

08/2012 – 03/2013	**Internship at Deck13 Interactive GmbH, Frankfurt** Working on Project Portal (Serious Game) and contributed to the port of Tiger&Chicken to iOS aswell as the development of Lords of the Fallen.

Skills

Language	German	Native
	English	Fluent
	French	Basic

Video	Premiere Pro
	After Effects
	Photoshop
	Avid Media Composer
	(all basic)

Web	HTML/XML	Advanced
	CSS	Basic
	Javascript	Advanced
	Php	Basic
	MySql	Basic

Programming	C/C++	Advanced
	C#	Advanced
	Java	Basic

Tools	Unity 3D	Basic
	Visual Studio	Basic
	CryEngine	Advanced
	Lumberyard	Advanced
	FledgEd	Advanced
	Maya	Basic
	UE4	Advanced

Interests

Sports	I have been playing competitive football since I was 5 years old and there my interest grew in all kind of "ball" sports. Apart from keeping me fit, it also teaches me about the importance of teamwork. More recently I've been playing a lot of basketball, squash and volleyball.

Pen&Paper	I've been playing Pen&Paper games since I was 9 years old and I continue it till today. Playing several systems (such as: D&D, Shadowrun, Dark Heresy, World of Darkness etc.) and roles (gamemaster aswell as player) has initially driven me into game design. It also has given me a good sense of developing plot and creating atmosphere in a gaming environment.

Reading	Reading has always been a big part of my life. From fantasy novels like Name of the Wind to Sci-Fi, Warhammer40k and History books everything was included.