

# Benjamin Bharier

bbharier@gmail.com (401) 263-4496

Portfolio - [bharier-interactive.com](http://bharier-interactive.com)

Local Address:

434 N Oakland Ave. #7 Pasadena, CA 91101

## Work Experience

### Industrial Toys - Senior Game Designer

May 2015 - Present

#### *Project: Unannounced Title*

Organizing Design Team toward achieving clear project goals

Scripting combat and AI prototypes in Unreal 4

Planning and documenting various UI and gameplay features

### Industrial Toys - Level Designer

May 2012 - May 2015

#### *Project: [Midnight Star](#)*

Trained, guided and assisted management of new level design hires

Designed and implemented content in Unreal Engine 3 (Mobile)

Planned and scripted encounter designs for game's campaign missions

Created and scripted tutorial systems

Modeled greybox environments and asset collision in 3DS Max

Supervisor: Paul Bertone, (206) 251-4434, pbertonejr@gmail.com

### THQ - Creative Management Intern

Jan 2011 – Aug 2011

Provided written constructive feedback for core games at THQ

Researched gaming trends and gameplay features

Designed and developed an original mobile title with a team of other interns

Supervisor: Daniel McGuffey, (818) 871-8674

## Side-Projects

### [Forestwalker](#) (Game Project)

May 2011 – May 2015

#### *Lead Designer*

Oversaw the design of casual 2D iPad game

Built Assets in Flash, Photoshop and Illustrator

Coded various shipped Systems and UI Elements in Objective-C

### [Hungry Hungry UFOs](#) (Game Project)

Aug 2011

#### Designer/Modeler/UI Artist

Developed real-time multiplayer game for glasses-free 3D phone LG Thrill

*Winner of Indiecade's "Mobile Innovative Game Award" 2011*

## Education

University of Southern California Aug 2008 – May 2012  
School of Cinematic Arts –  
Interactive Entertainment  
Major GPA: 3.88      Cumulative GPA: 3.51  
Electronic Arts Scholarship Award (2009)  
School of Cinematic Arts Dean's List (Fall 2008, Fall 2009, Spring 2010, Spring 2011)

## Academic Experience

Paradox Shift (Game Project) Jun 2010 – May 2011  
Developed 3D level designs in Unreal Engine 3 (PC)  
Scripted complex time-travel puzzles in Kismet  
Collaborated with AI programmer to implement enemies into game

CTIN-401 Interface Design for Games Aug 2010 – Dec 2010  
Teaching Assistant  
Assisted Chevon Hicks teaching students game interface design principles

## Computer Skills

Unity, C#, Unreal Engine 4 and Blueprint, Unreal Engine 3,  
Flash and Actionscript 3, Objective-C, C++, CSS, HTML, Javascript,  
Photoshop, Illustrator, 3DS Max, Maya.

## Activities

Pickling & Fermentation Current Hobby  
Sauerkraut, Kimchi, and other lactobacillus-driven ferments

Cross Country Nov 2007  
S.E.N.E.I.S.A.A. League Champions