

# Ben Frost

---

---

335 Spring Ave. Troy, NY 12180 • 802.733.2103 • [www.frost0fractal.com](http://www.frost0fractal.com) • [frost0fractal@gmail.com](mailto:frost0fractal@gmail.com)

Creative and Technical Designer with over 5 years of professional experience on 8 video game titles spanning multiple platforms including Xbox360, PS3, Wii, 3DS, DS and GBA.

## SKILLS

- Creation and maintenance of thorough level design documents containing concept art, paper designs, asset lists, dialog trees, and pacing maps to most effectively communicate the desired player experience.
- Construction of moment-to-moment gameplay that deepens immersion while maintaining the desired player experience.
- Extensive experience in level design prototyping using Maya, 3DS Max, and BSP based editors.
- Creation and maintenance of re-usable script functions and systems.
- Ability to quickly comprehend and expand new scripting languages and toolsets.
- Effective collaboration with teammates both interdisciplinary and cross-disciplinary to create fully engaging content to satisfy the target audience.
- Support Design team via interactive object scripting, general scripting support and education, tools education, and design feedback.
- Support Engineering team via insight into design workflow, tools and pipeline improvement requests, and discussion of possible future design needs and solution possibilities.
- Support Art and Animation teams through asset preparation, white room creation, general scripting and tools support and education, and discuss possible future design needs and solution possibilities.
- Extensive use of agile scrum task tracking methodology to enhance project visibility and team communication.

## EXPERIENCE

**Action Adventure Game**                      3DS    2010-2011 (Vicarious Visions)

- o Designed various missions and scripted various gameplay objects as R & D for production.
- o Set the bar for level design on the project with initial prototypes, building initial level layouts in Maya, then populating and scripting them.
- o Scripted Camera System, including Cutscene Event system to improve design workflow when creating cutscenes.
- o Scripted AI System including a finite state machine which could run the appropriate logic, sounds, and fx when in a number of states including Spawn, Idle, Alerted, Telegraph, Attack, Recover, TakeHit, etc. as well as a Spawn Management System.
- o Worked closely with the Combat Designer to achieve exciting and compelling combat through the interaction between the AI and Player.
- o Scripted Checkpoint System which not only tracked player checkpoints and respawned the player on death, but also saved gameplay objects' states and restored them to their proper state on player death/respawn.
- o Actively support all designers on the project, including building "prefab" designer blocks template used for quickly blocking out levels, and scripting gameplay objects for designers to use in their levels.
- o Active role in performance optimizations, working closely with Engineering team to identify performance intensive parts of the game and improve them.

**Transformers: War For Cybertron DS**

2009-2010 (Vicarious Visions)

- Designed and scripted several missions bringing them from paper design to shipped product.
- Designed and scripted various miniboss fights throughout the game.
- Designed and scripted Autobots SKU final boss Trypticon.
- Significantly contributed to enemy AI design.
- Mentored design co-op teaching him the tools, scripting system, and coaching him on various aspects of design.

**Marvel Ultimate Alliance 2 Xbox360 / PS3**

2008-2009 (Vicarious Visions)

- Created five missions from initial paper designs through to their shipped state.
  - NYC: Factory Floors
  - Chemical Plant: Cloaked
  - Chemical Plant: Faceoff (Venom/Goblin Battle)
  - Convoy Strike: Truckin’
  - Guard Duty: Road Work
- As part of a level design “strike team” took ownership of six additional missions for the last third of the project, adjusting layouts as well as completely reworking existing enemy encounters and miniboss fights.
  - Hideout Raid: Going Deep
  - Ambush: Containment
  - Convoy Strike: Rooftops
  - Guard Duty: Hit ‘Em High
  - Prison: Riot Gear
  - Showdown: Warp Zone
- Supported the Cinematics team via scripting education and in the creation of complex cutscene sequences.
- Remained on the project until the end for polish and level design bug fixes.

**ADDITIONAL EXPERIENCE**

**GH: Warriors of Rock** Wii

Technical Designer (Vicarious Visions)

**Naked Brothers Band** DS

Lead Designer (1<sup>st</sup> Playable Productions)

**Ben 10: Protector of Earth** DS

Level Designer (1<sup>st</sup> Playable Productions)

**Spider-Man 3** DS

Level Designer (Vicarious Visions)

**Spider-Man 3** GBA

Level Designer (Vicarious Visions)

**EDUCATION**

**Rensselaer Polytechnic Institute** - School of Science

- B.S. Electronic Media, Arts, & Communication December 2007
  - Acquired Major in Animation using Maya
  - Fulfilled all science credits with Computer Science courses
  - Created various games via course projects
  - Constantly collaborated with a diverse group of peers

**TOOLS**

**Level Editors** ..... UnrealEd, Proprietary 3DSMax based editor, Proprietary Editor

**Coding/Scripting** ..... C++, C#, Proprietary C based, Proprietary Python based, Proprietary

**Art** ..... Maya, 3DSMax, Photoshop

**Source Control** ..... Perforce, Tortoise SVN

**Documentation** ..... Word, Excel, Visio, OneNote, Twiki, MediaWiki