

BEN LANDOR

Game Programmer & Composer

PROFILE

Games programmer (third year at Breda Uni of Applied Sciences) with a broad portfolio and particular flair for camera, character control and level mechanics. Proficient in both C++ and C#, and quickly picks up other languages. Produced games in varied genres across multiple platforms, working as a developer as well as Product Owner, Scrum Master, and Tech Lead. Creative coder with first degree in music composition.

CONTACT

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PORTFOLIO

benlandor.com

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LOCATION:

Cambridge, UK

PROJECTS

Muscle Magic (Steam/Switch)

- Tech Lead
- Level & Camera Programmer
- Console Programmer

IGArt 2D Engine (PSVita/PC)

- Implemented Component and Scene Graph Systems
- Implemented Scene Editor, Hierarchy, Properties Panel, Mouse Selection, Gizmos
- 2D Sprite-sheet Animation

The Elder Games (Custom Controller)

- Custom Controller Engineer and Programmer

Behind Enemy Wheels (Android/PC)

Gooley (PC)

Rage Quit (itch.io)

Time Factory (PC)

HOBBIES

Music Composer, Saxophonist, Pianist

YouTube Creator

Game Modder

Online Community Manager

SKILLS

Programming Languages: C++, C#

Version Control: Perforce, Git

Game Engines: Unreal, Unity, Custom

Other tools: Jenkins, JIRA, Doxygen

Music Composition: Classical, Electronic

EDUCATION

Breda University of Applied Sciences

International Game Architecture and Design BSc

2016 – Present

A 4-year games programming course (with 4th year in industry). Years 1-3 achieved grades equivalent to first class, averaging 8.4 out of 10.

- Worked on several cross-platform games including Nintendo Switch, PSVita, Android, and PC.
- Held the role of Tech Lead for a team of 24, developing a local multi-player brawler.
- Released several games in a variety of genres on multiple PC stores such as Steam and itch.io
- Won 1st prize for "Game Jam with Houdini" in 2018, judged by a panel from Epic Games, SideFX, and Allegorithmic.

University of Hull

Bachelor of Music (BMus)

2012 – 2015

Achieved a 2:1 in music composition, taking modules in film, games, instrumental, songwriting, and collaborating with external institutions such as the Hull Street Life Museum to create live performances.

Saffron Walden County High School

2009 - 2012

Four A levels in Music, Maths, Physics, and Computer Science with grades A, B, B, C.

WORK EXPERIENCE

Artico Online - Database Manager & App Developer

April 2016 – August 2016

Ported an existing Android app to iOS. Managed database during company's shift from paper to electronic stock taking.

Ford Motor Company - Motor Engineer

July 2010

Shadowed a motor engineer at Ford Motor Company in Dagenham. Jobs included measuring specifications of used engine parts and submitting analysis of their weaknesses.

Lionsgate UK – Social Media Manager

May 2008

Managed Lionsgate UK's Facebook page and ran a contest on platform to increase user engagement.