Julian Benchimol

Groton, CT

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Project Development Attributes

Exceptional and effective communication skills
Ability to convey new ideas and information with team members
Excellent leadership ability
Outstanding technical and creative skills
Superior presentation skills
Clear and concise documentation

Technology Skills

Level and narrative design
Unity Engine 2D & 3D
Unreal 4 engine
C# Programming Language
Subversion Tools
Adobe Creative Suite

Education

Champlain College, Burlington, VT
Bachelor of Science in Game Design, Class of 2021

Project Experience

The Exaggerated Epoch of Edward O'Hare, January 2021- May 2021
Lead Level Designer, Narrative Designer
- A narrative based action platformer released on Steam
- As lead level designer, I created 2D concepts for all player levels put into the final product, as well as greyboxing the core player experience. Working closely with the environment artist and narrative designer, we were able to rapidly produce high quality levels. I also worked as an additional narrative designer. I edited scripts and implemented the narrative triggers into the levels, so the player could experience the entire story.
- The game was made using Unity 3D tools, and documentation was made using Adobe Illustrator.

Zuberi, September 2020 – December 2020
Lead Narrative/Level Designer:
- A narratively driven metroidvania for PC
- As lead narrative designer, I was tasked with creating character and world stories that would entice the players to explore the world and interact with NPCs, while also making sure that it was respectful and accurate to the culture we were trying to represent. As level designer, I was tasked with concepting levels in Illustrator and accurately transitioning into the full build.
- The game was made using Unity 2D, and all documentation was made using Google Docs.

KillSteal, March 2019 – April 2019
Lead Designer:
- A four-player party game for the Nintendo Switch.
- As lead designer, I worked with my team to create a fun and engaging multiplayer party game where players use various power-ups to sabotage their fellow players in order to get the final hit on the boss to win the round. I helped design attack patterns for three unique bosses, as well as helped create and balance the power-ups.
- The game was primarily made using Unity 2D, and all documentation was made in Microsoft Word.

Work Experience

Razor Edge Games, Remote, Arizona
Level Designer (Contract), October 2021 – Present
- Use premade assets to construct different environments
- Add in player and enemy stages, loot points, etc. for the player to interact with
- Iterate on levels to further improve their quality
- Attend weekly meetings with the lead level designer to go over objectives