

Benjamin Clark

Portfolio: benclgnd.com

Email: BenCLGND@gmail.com

Phone: (330) 503-5676

LinkedIn: linkedin.com/in/benclgnd

Github: BenCLGND

Shipped Titles

Escape the Unknown: Awaken the Realm -
Gameplay Engineer

Moon is Not The Limit - Gameplay Engineer

Turtle Racing - Gameplay Engineer

Expertise and Skills

Systems Programming & Design

Tools Programming

UI Programming

QA Programming

AI Programming

Gameplay Programming

3D/2D Mathematics

Data Analysis

Platforms and Tools

Languages: C++, C#, Python, Swift, HTML, CSS, Javascript, Blueprint Visual Scripting

Engines: Unreal Engine 5 (UE5), Unreal Engine 4, Unity, Ren'Py

Tools: Git, Visual Studio, Visual Studio Code, Vim, Microsoft Suite, XCode

Platforms: PC, Android

Education

Full Sail University - Class of 2023

Master of Science

Major: Game Design

Awards: Valedictorian & Advanced Achievement Award

University of Akron - Class of 2019

Bachelor of Science

Major: Applied Mathematics

Concentration: Computer Science

Professional Experience

Lead Programmer

2025 - Present

Omens By Blue Light Studios: Dawn's End

Lead and mentor a team of 4 programmers to meet deadlines and deliver features.

- Work with producers to ensure features are prioritized correctly and delivered on time.
- Maintain the codebase in GitHub and ensure builds are up every Monday.
- Hold weekly standup meetings to check in on work and give code reviews to my team of 4 programmers.

Gameplay, Systems, UI, and Tools Programmer

2025 - Present

Omens By Blue Light Studios: Dawn's End

Help code features and tools in UE5 to assist the other disciplines in their goals.

- Developed the turn based combat system for Dawn's End, which included UI, animations, damage calculations, and actions.
- Developed tools to assist the narrative and level design teams, which helped increase their capacity. These allow them to create level components and actors with their required components. They reported being able to save days in each cycle.
- Developed dev tools and data validators which helped significantly reduce crashes from null references and allow for more efficient testing. QA team reported saving several hours through these tools.
- Developed subsystems to compartmentalize the various design systems to ensure they could easily be modified and tested. This allowed the team of 5 programmers to more easily work on separate systems.

Gameplay Programmer, QA Engineer

2022 - 2023

Celtec Studios: Moon is Not the Limit, Turtle Racing

Help code and test features to assist the other disciplines in their goals.

- Developed the Quick Time Event System in UE5 to take different types of input to launch their rocket.
- Created test cases for Moon is Not The Limit to reduce the number of bugs each week to ensure a bug-free game.
- Shipped Moon is Not the Limit on PC; Shipped Turtle Racing on both PC and Android.

Gameplay Programmer, QA Engineer, Systems Engineer

2022 - 2023

Black Banshee Studios: Guardians, Escape The Unknown: Awaken The Realm

Help code and test features to assist the other disciplines in their goals.

- Developed the Lore System in Ren'Py and programmed the UI and functionality, which allowed the narrative team of 5 to build upon their lore.
- Developed the turn based Combat System in Ren'Py and removed bugs and exploits.
- Redesigned the enemy AI systems in Unity to ensure they could move and attack the player based on their behavior trees.
- Refactored the codebase for Guardians to include tooltips for designers and comment to help the programming team understand code. This allowed new programmers to easily be onboarded into the game.