

# Ben Keen

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## KEY SKILLS

- Over three years of industry experience in a number of different positions and organisations.
  - A very strong knowledge of video games and the industry which surrounds it. I am a passionate and enthusiastic gamer, with over fifteen years of experience of all genres.
  - An intense thirst for knowledge. Constantly seeking new ways to challenge myself: the harder the challenge, the greater the reward.
  - A passion for excellence. I am always looking for the ability to excel in any situation, and will enthusiastically apply myself to any assigned work.
  - An exceptional familiarity with console and handheld gaming, having worked with products on most current formats.
  - Knowledge of a vast range of industry standard software from Perforce to 3DS Max.
  - Years working with Sony TRC and Microsoft TCR compliance.
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## EDUCATION AND QUALIFICATIONS

*October 2007 - Present*

**BSc Computer Science**

University of Exeter

I am currently studying for a degree in Computer Science, and am in my third year, averaging a 1st class mark. The degree course will be completed in July of 2010.

For my final year project, I have created a chess-playing computer engine. The engine is still in development, but is capable of playing at a level that will best most amateur-skilled chess players. Having completed half the module for this project, I am well on track to receive a first class mark for the engine.

### A-Levels

*July 2004*

Mathematics (**A**)

Kirkham Grammar School

Physics (**A**)

Chemistry (**A**)

Further Mathematics (**B**)

Electronics (AS level) (**A**)

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## WORK EXPERIENCE

*July - October 2009*

**Designer**

Supermassive Games

*DLC Pack for Award-winning Sony Playstation 3 title.*

Over the holiday period between my second and third years of University, I worked at a company called Supermassive Games. Founded by ex-EA employees, I approached them early in 2009 in regards to possible work. I was hired for a three month contract which extended the duration of my vacation.

Working within a team of around six people, we were tasked with the creation of a number of levels for DLC for a very highly regarded Sony IP. I was nominally responsible for one of the levels of the DLC, though this project was much more flexible than previous Design positions I have held. The role was mostly based in the in-game editor for this product, though I also used standard tools such as Perforce and SketchUp.

I successfully completed my contract and left in time to begin my third year of University. Upon leaving, I was told that the company was very pleased with my work, and that I had performed very well throughout my contract.

*July - October 2008*

**Designer**  
*House of the Dead: Overkill*

Headstrong Games

This role took place during the vacation between my first and second years at University. I secured the role after being approached by a former employer, with whom I worked on Harry Potter.

Within this role, I was given creative control of one of the seven levels of the game, performing every task from high-level theme and flow design to using an in-house editor to script the level. I worked in tandem with an artist specific to the level, whose assets I would integrate and place in-game. Tools used included an in-house level and scripting editor, Perforce, and 3D Studio Max.

I was invited to stay on at the company, but I chose instead to return to university to complete my degree course as planned.

*July 2006 - April 2007*

**Level Designer**  
*Multiple products - see below.*

Electronic Arts - *UK Studio*

After moving to the UK Studio following a successful application, I worked on three products. Of these three, the latter two have been published.

*July 2006 - September 2006*  
*September 2006 - January 2007*  
*December 2006 - April 2007*

Unpublished PSP title  
Burnout Dominator  
Harry Potter and the Order of the Phoenix

I moved onto Burnout Dominator after the cancellation of the first title, and performed at a high level for my role. This was demonstrated when I was charged with deputising the role of an Associate Producer; I was often responsible for covering his workload whilst he was on paternity leave.

*June 2005 - July 2006*

**Senior Network and  
Technical Compliance Tester**

Electronic Arts - *European  
Certification Group*

*July 2004 - June 2005*

**Functional Certification  
Tester**

Electronic Arts - *European  
Certification Group*

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## EXTRA INFORMATION

I am an avid gamer and also spend a great deal of my spare time enjoying many hobbies that relate to video games:

- I am an amateur 3D Modeller working primarily in 3DS Max.
- I am a member of the XNA Creators Club.

I also have a lot of other interests, including:

- I play a number of musical instruments: guitar, piano, drums and ukulele.
- I enjoy playing chess.
- I am an amateur ornithologist and member of the RSPB.