

## Benjamin Gray

3119 W Ames Lake Dr. NE  
Redmond, WA 98053  
912-660-8417  
www.gamesbygray.com  
Bengray1976@gmail.com

### Objective

To find a Producer or Design position in the game industry that allows me to work on quality games that are both critically and financially successful.

### Employment History

#### ***Lead Producer – Microsoft Collaboration Project***

6/2012 - 9/2012

Led student team in a collaboration project with Microsoft on an unannounced AAA project for their next-generation console

Managed the scheduling and progress of both the creative and design teams

Oversaw communication between students, professors, Microsoft, and external parties

Assisted the design team with new ideas and concepts as well as altering/removed existing ideas to better fit the scope of the project

One of the presenters of the final project to the Microsoft team and fielded Q&A responses to potential design issues

Hired actors for the final presentation and oversaw scripts and shooting of the video

#### ***Interactive Designer – Disney Imagineering finalist***

8/2011 – 2/2012

Designed the interactive portion of a theme park attraction based on the moon

Balanced out the experience to include all ages and types of people

Created unique experiences to increase replayability of the ride

#### ***Digital College Representative - Ubisoft***

8/2010 – 3/2012

Created Facebook and Twitter accounts to promote Ubisoft games

Distributed swag merchandise to students via contests

Ran on-campus Ubisoft themed events

#### ***Retail Manager – Various Companies***

1994 – 2005

Created work schedules and oversaw day-to-day operations of the store

### Education

1/2010 – 9/2012 Savannah College of Art and Design, Savannah, GA

BFA in Game Design and Development with a 3.63 GPA

### Other Experience

UDK, Kismet, Illustrator, Excel, Word, Powerpoint, Audacity

References

References are available on request.