

Ben Hendry-Plank

Graduate Game Designer – Level Designer / Narrative Designer / Cinematic Artist

Creative, self-driven Computer Game Design Graduate with hands-on experience in studio environments and a love for creating detailed worlds, compelling narratives and cinematic experiences. Proficient in 2D/3D level design and weaving narrative and cinematic elements into gameplay.

EXPERIENCE

Burning Cinder Games — Level Designer & Cinematic Artist

Terrifying Tales: Watcher's Point (Retro Horror)

MARCH 2024 - PRESENT

An Indie-dev studio composed of Graduates and Juniors. Working on a new title set to release this year.

- I planned, greyboxed and set-dressed multiple areas in a large map, utilising Unreal Engine 5.
- Effectively prototyped new levels and iteratively built upon them.
- I designed and implemented five scripted events using Blueprints and Level Sequencer.
- Produced, animated and implemented cutscenes which enhanced visual storytelling and supported the narrative.

Luna Panda Studios — Narrative Designer, Cinematic Artist, QA

EQUI & Aca (Platformer), Dead on Arrival (Horror Puzzle), Dead on Arrival: Remaster (Horror Puzzle)

JANUARY 2022 - JANUARY 2023

A university-backed studio, involving 40+ students across multiple disciplines. Structured to mirror a professional studio environment as part of my degree. I worked on three released games.

- I designed and implemented multiple cutscenes for three projects, including editing, writing, animating characters and dialogue implementation.
- I assisted with the design of levels for all projects, providing actionable feedback while also considering narrative and cinematic structure.
- Contributed to the testing of levels for both projects, with a focus on UX issues and bugs.

Relevant University Modules — Solent University

Digital Game Design and Prototyping:

- Rapidly developed five game prototypes on a tight deadline (2 weeks per prototype).
- Presented prototypes to gather feedback and iterate on designs.
- Utilised Game Design and Level Design skills to create prototypes spanning various genres, including co-op.
- Designed an open-world MMO map as part of the module.

EDUCATION

BA Computer Game Design [FIRST CLASS HONOURS] - Solent University - 2023

Level 3 Diploma in Computer Game and Programming Skills - Southampton College - 2018

Southampton, UK

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[Portfolio](#) | [LinkedIn](#)

SKILLS

Experienced: Unreal Engine, Unity, 2D/3D Level Design, UE Level Sequencer, UE Blueprints, Cinematics, Greyboxing, Set-dressing, Github, Jira, Confluence, HacknPlan, Miro, Communication, QA.

Intermediate: Maya, Blender, 3D modelling.

SOFTWARE



PROJECTS

Terrifying Tales: Watcher's Point
(Burning Cinder Games | TBD)
(Retro Horror)

Dead on Arrival: Remaster
(Luna Panda Studios | 2023)
(Horror Puzzle)

Nightmare: Worlds Collide
(Group Project / FMP | 2023)
(Psychological Horror)

EQUI & Aca
(Luna Panda Studios | 2023)
(Level Design Showcase)

The Woodlands
(Solo Project | 2022)
(Level Design Showcase)

Dead on Arrival
(Luna Panda Studios | 2022)
(Level Design Showcase)

The Lab
(Solo Project | 2020)
(Level Design Showcase)
