

Benjamin Bauer

or just "Ben"

Nationality	German	Private Email	darkgreyproject@gmail.com
Education	High School, Vocational School (Media Design)	Homepage	www.benb-design.net
Languages	English (Proficient), German (Native)	Telephone	on request

Main Projects

Hunt Showdown 1896	Level Design Director	Crytek Germany	Jan 2024	-	May 2025
Level design and world direction for new and old maps, new level design live development pipeline, leadership mentoring, leading external co-production team					
New IP, AAA CoDevs & Consulting	Creative Director	Plan A Collective	June 2022	-	Dec 2023
Design consulting, co-development, creative direction for various AA and AAA games (under NDA), new UE5 IP development, C++ MP prototyping, pitch creation					
FarCry 6	Content Director	Ubisoft Berlin	Apr 2018	-	Oct 2021
Art, Gameplay & LD direction, defining studio leadership, key & core director building new studio & mandates, mentoring focus, internal co-production					
FarCry 5	Associate Game Director	Ubisoft Toronto	Dec 2015	-	Apr 2018
Directing a team of directors (narrative, level design, art, realization, etc.), creative vision holder, working directly with core team, internal co-production					
FarCry Primal	Level Design Director	Ubisoft Toronto	Dec 2014	-	Dec 2015
Directing a 5 man SP LD team, game direction for the "Great Beast Hunts" (first open world missions in FarCry), internal co-production					
Unannounced Projects	Level Design Director	Ubisoft Toronto	Jun 2013	-	Dec 2014
New IP core conceptions, rapid prototyping, advanced technology research, world content direction					
Splinter Cell Blacklist	Level Design Director	Ubisoft Toronto	Jul 2011	-	Jun 2013
Directing a 6 man LD SP team, defined SP & CoOP LD direction, defined LD blueprint process & documentation, in charge of game progression					
Ryse (Codename Kingdoms)	Lead Level Designer	Crytek Hungary	Sep 2008	-	Jun 2011
Mentor and manage a 10 man SP LD team, rapid prototyping, new IP core design, pipeline design, 1st party launch project, communication to HQ					
Crysis Warhead	Lead Level Designer	Crytek Hungary	Nov 2007	-	Sep 2008
Mentor and manage a 5 man LD team plus documentation, narrative, art, tech, scripting, etc. and all with a new team in a new founded studio					
Crysis 1	Senior Level Designer	Crytek Germany	Jun 2005	-	Nov 2007
Created 2 levels, AI scripting & combat passes in all human levels, human AI design, new IP core design, junior LD mentoring, SCRUM master, R&D					
FarCry 1	Level Designer	Crytek Germany	Feb 2003	-	Apr 2004
Created 6 levels, indoor specialist, scripting & art, all indoor light passes, AI behavior design, MP level design, final full game quality passes					

Smaller & Side Projects

Book: A Practical Guide to Level Design	A book about theory, practise, diplomacy and production of level design	2023
UE5 Online C++ Shooter Prototype	Online C++ programming and rapid prototyping for a UE5 shooter	2023
YouTube Channel: Bauer Design Solutions	World building, game and level design theories plus general game dev	2016
YouTube Channel: Dark Gray Project	Airsoft footage and advanced tactical gear reviews and talks	2015
Guest Lecturer at Harvard University	"Immersive Landscape: Representation through Gaming Technology"	2014
Walt Disney Imagineering Ideation 2014	Panel speaker for the talk: "Playful Environments"	2014
Tabletop Roleplay Game: "Dark III" (WIP)	Dark fantasy, customizable combat and magic system, deep campaign	2009
Crytek: FarCry Multiplayer Map Pack	Three FarCry multiplayer maps for an official map pack	2004
Crytek: & ATI Techdemo 2004 "Machinima"	Scenery and environment creation and lighting	2004
Crytek: GDC Demo 2004	Set design and technology showcase	2004
Article: "Ben's small Bible of realistic Multiplayer Level Design"	From layout composition, over art considerations to cover placement	2004
Team Mirage: Navy Seals - Covert Operations (Quake3 Mod)	Mixing round based tactic shooter with RPG progression	1999
Article: "Art'n'Leveldesign"	From emotions, over contrasts types to architecture basics	2003
School Project: "A virtual museum of the 20th century"	Reinterpretation the paintings of the 20th century with Quake3 in 3D	2001
Team Mirage: Navy Fortress (Quake2 Mod)	The first blend of a class based game with a tactic shooter	1998
Misc unreleased Private Level Design Projects	AD&D dungeon builder, Duke Nukem 3D, Quake 1, Quake 2, etc.	1994

For more detailed information please see my portfolio