

Benjamin Bauer

or just "Ben"

Nationality	German	Private Email	benb@benb-design.net
Education	High School, Vocational School (Media Design)	Homepage	www.benb-design.net
Languages	German (Native), English	Telephone	+49 - 151 507 757 90

Main Projects

Unannounced Project (a FarCry)	Content Director	Ubisoft Berlin	Apr 2018	-	now
Art & LD direction, defining studio leadership, key & core director to build new studio and mandates, strong mentoring focus, 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, 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), 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

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
Misc unreleased Tabletop Roleplay Games	Various self written fantasy, cyberpunk, SciFi roleplay games	1990

For more detailed information please see my portfolio