BEN SPRATT

Game Designer | bensprattgames@gmail.com

Game Designer with multiple shipped titles across PC, PS5, Xbox Series, PS4, XBox One, Switch and Switch 2. Proven expertise in level design (concepting, blockouts, logic/blueprints, scripting), systems and mechanical design (Automap, Navigation Guide, Horde Mode), NPC combat design, porting and localisation. Industry experience backed by an MA in Game Design (Distinction), and transferable leadership and management skills from a previous career in public policy.

GAME DESIGN

Auroch Digital | September 2022 – Present

- **Warhammer 40,000: Boltgun 2 (2026)**
  - Key contributions to the 'Overwhelmingly Positive' Steam release.
  - **Level Design:** Designed 9 levels (3 from scratch, 6 from existing blockouts), serving as Level Owner for two full chapters (*Nurgle Nightmare* and *Mountain of Skulls*). One level fronted the official Steam demo in May 2026.
  - **Automap Feature:** Owned the Automap feature from research and design documents through cross-discipline implementation (Code, Art, UI/UX), overseeing a three-person team creating map meshes for all 33 levels.
  - **NPC Design:** Prototyped and implemented complex enemy behaviors in collaboration with Code, including leaping Daemonettes, strafing Fleshhounds, mount-and-rider Bloodcrushers, and swarming Poxwalkers.
  - **Localisation:** Managed localisation pipelines via Unreal's Localization Dashboard, writing source text, resolving translator queries, correcting console terminology, and handling text swap-outs. Supported by my language expertise.
- **Starship Troopers: Ultimate Bug War (2026)**
  - **Systems:** Authored initial design concepts for the battlefield ambience system (audio, atmospheric/particle effects) and allied trooper NPC barks.
  - **Level Design:** Built levels and mechanics during pre-production to help define the game's direction.
- **Warhammer 40,000: Boltgun – Forges of Corruption (2024)**
  - **Navigation Guide:** Designed and implemented the single-button Navigation Guide feature, across all 24 original Boltgun levels. Feature carried forward into Boltgun 2.
  - **Horde Mode:** Designed Boltgun's free 12-round Horde Mode add-on, balancing wave composition and difficulty curves while configuring play spaces, unlockable routes, and secrets.
- **Wildermyth: Console Edition (2024)**
  - **Porting and new features:** Designed offline couch co-op, console UI/UX menus, and controller support for Wildermyth: Console Edition, including single Joy-Con play on Nintendo Switch.

EDUCATION & TRAINING

- **MA Games Design (Distinction)** | University of Lancashire (2016 – 2018) — Achieved 94% for dissertation analyzing challenge and player motivation in first-person narrative games through live playtests and quantitative/qualitative analysis.
- **C# Coding & Unity Bootcamp** | NextGen Futures (Autumn 2021) — 16-week intensive course covering C# programming, Unity development, game jam and industry masterclasses.
- **BA (Hons) Modern European Languages (2:1)** | Durham University (2000 – 2004) — Modern European Languages (Russian and Italian), including a year abroad teaching and studying in Russia and Italy.

PREVIOUS CAREER: PUBLIC POLICY & MANAGEMENT

- **Business Support Manager** | Office for Students (Jan 2019 – Sep 2022) — Supported a ~40-person team delivering communications and public engagement objectives for England's higher education regulator.
- **Project & Change Management Roles** | Office for Fair Access (May 2011 – Dec 2018) — Led change management and project management initiatives promoting university access for underrepresented students.
- **Postgraduate Grant Administrator Roles** | Arts and Humanities Research Council (Oct 2005 – May 2011) — Administered postgraduate research grants for PhD and Master's students.