

Ben Roye

Producer | Designer | Entrepreneur

www.BenRoye.com Austin, TX

EXPERIENCE

Design/Content Producer

[Bethesda Game Studios](#) 2017 - Ongoing Austin, TX

I have produced/co-produced four Fallout 76 free DLCs: Wild Appalachia, Wastelanders, Steel Dawn and the upcoming DLC for 2021. I also produced a new point capture game mode called Daily Ops. Responsibilities include HQ communication, scheduling, resourcing, & content planning.

- Austin Design Department Producer: late 2019-ongoing
- Austin Department Producer: quest, level & systems design, business intelligence
- Feature Producer: combat, game loop systems like vendors/soft currency caps and contextualized ammo drops, instancing, wave system, spawning, power armor, perks, and content scheduler
- Content Producer: mainline quests, public and seasonal events, dungeons, random encounters, creatures, armor, clothing and weapons
- Fixed localization pipeline Winter 2019-20
- Implemented processes: product review gates and go/no gos, content calculators for rapid scoping, bug backlogs, patch notes, design templates
- Demonstrated need & championed (but did not own): patch ownership and reporting, submission keys, annual feature roadmap, per feature schedule, production matrix, break/fix investigation with P4 and data versioning service, art source branch, playtest improvements
- Instrumenting changeover from TestTrack Pro to JIRA for Austin studio
- TestTrack Pro improvements: branch and milestone information, components (features), shelved status, epics (dependency tracking), burndowns, patch triage
- Helped solve common build issues: static collections, navmesh, lighting, collision bake, hair, mesh, and AI rendering, and data archives

Associate Producer

[Six Foot Studios](#) 2014 - 2017 Houston, TX

As a publishing producer, I focused on process improvement, external vendor management, and developer management

- Developer Management: Managed milestones, change requests, content rollout plans, bug triage, build deliveries including hotfixes
- Vendor Management: Led supplemental development activities for animatic cutscenes, voice overs, localization, sound design and post, marketing videos (Grey Goo), payment platform integration (Dreadnought)
- Line Production: Scheduled art and copy production for 2014-15 tradeshows, web and distribution (Grey Goo)
- Line Production: Created 1st internal content development team
- Process Management: Set up agile practices for company, including backlog management, standups, and an automated JIRA request process
- Tools Manager: Atlassian (JIRA, Confluence, HipChat), Google Email, Basecamp, Intervals, Steam

Owner, Designer, Producer

[Demon Wagon Studios](#) 2012 - 2019

Launched Kraven Manor, an indie horror darling, for Steam, Humble Store, Bundle Stars, IndieGala, GMG, etc., and generated 300+% ROI

PROJECTS

Fallout 76

2017-Ongoing

Dreadnought

2017

Grey Goo

2015

Kraven Manor

2014

EDUCATION

Master of Interactive Technology

[The Guildhall at SMU](#)

2012 - 2013

MBA, International Business

[Texas Tech University](#)

2010 - 2011

BA, Anthropology

[The University of Texas at Austin](#)

2006 - 2009

ScrumMaster Certification

[Scrum Alliance](#)

2014

2 Six Sigma Certs

[University of Iowa](#)

2011