

# BEN ROYE

Producer | Designer | Entrepreneur

[www.BenRoye.com](http://www.BenRoye.com) 📍 Dallas, TX

## SUMMARY

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I am a Lead Producer who values people over process, shipping games, and leveling up teams. I'm versed in Games as a Service (GaaS), PC, Console, and Mobile development.

## EXPERIENCE

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### Senior Producer

**SciPlay** 📅 11/2021 - Present 📍 Austin/Dallas, TX

I lead production efforts on an unannounced game in Alpha while mentoring Leadership on our existing Bingo mobile title.

- Managed the complete production process for two Games-as-a-Service mobile titles over approximately six months while assuming additional production support responsibilities
- Provide guidance to the Production team and Leadership on development methodologies, team organization, accountability, cross-project resourcing, and Atlassian configuration
- Designed, implemented, and consistently executed a process to capture and report capitalizable work for the Finance department

### Lead Producer

**Fusion Constructive LVC** 📅 05/2021 - 11/2021 📍 Austin, TX

I product managed one of seven teams on a novel, multi-million dollar military planning software proof of concept for DARPA.

### Design/Content Producer

**Bethesda Game Studios** 📅 2017 - 05/2021 📍 Austin, TX

I contributed to the shipping of Fallout 76, produced four DLCs and developed a live ops game mode. My responsibilities encompassed communication with headquarters, scheduling, resourcing, and content planning.

- Co-piloted with Leads: Quest, level & systems design, business intelligence, combat engineering, quest engineering
- Features/Content: combat, economy, itemization, instancing, encounter systems, lights on systems, mainline quests, public and seasonal events, dungeons, random encounters, and creatures
- Ran TestTrack Pro to JIRA upgrade for Austin studio

### Publishing Producer

**Six Foot Studios** 📅 2014 - 2017 📍 Houston, TX

I managed vendor relations and as well as learning external developer management.

- Managed milestones, requests, content rollout plans, triage, & builds for a Live Service game
- Led development activities for animatics, voice-overs, localization, sound design and post, marketing videos, and payment platform integration
- Created content development team for a Live Service game

### Owner, Designer, Producer

**Demon Wagon Studios** 📅 2012 - 2019

Launched Kraven Manor, an indie horror darling, for Steam, Humble Store, Bundle Stars, IndieGala, GMG, etc., generating millions of social views and 400+% ROI.

## PROJECTS

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### Bingo Showdown / Unannounced

📅 2021 - Present 📍 SciPlay

### DARPA Proof of Concept Software

📅 2021 - 2021 📍 Fusion LVC

### Fallout 76

📅 2017 - 2021 📍 Bethesda

### Dreadnought / Grey Goo

📅 2014 - 2017 📍 Six Foot

### Kraven Manor

📅 2014 - 2020 📍 Demon Wagon

## EDUCATION

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### 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

## SKILLS

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### LEADING TEAMS

Quest Design, Level Design, Systems Design, Business Intelligence/Analytics, Feature Engineering, Art // (Largest ~45)



### PEOPLE OVER PROCESS

Positivity through adversity, one-on-ones, mentoring, over-communication



### but PROCESS IS AWESOME TOO

Atlassian, Scrum, Kanban, Live Ops, Review Gates, Content Calculators, Roadmapping/Predictions, Patch Notes, Branch Management