

José Benjamín (Benji) Pliego Enciso - Game Designer

Contact Information:

Professional Experience:

CelleC Games, Winter Park, FL (October 2023 - Present Day)

- **Narrative Lead, Marketing and Game Designer, Pineapple Panic**
 - Organized and maintained the script, ensuring each line was contextually relevant and entertaining.
 - Collaborated with voice actors and created humorous, sarcastic dialogues for Piña.
- **UI/UX Designer and Marketing, Lost Beacon**
 - Created wireframes and prototypes, conducted testing, and collaborated with developers to enhance user experience.
- **Game Designer, Programmer and Marketing, Starbeads**
 - Implemented menus and UI elements that are user-friendly and responsive.
 - Fostered a collaborative environment by teaching Unity and supporting team members.
- **Programmer C#, We are Blob**
 - Developed a day sequence and day/night cycle system using game object arrays, incorporating time-based transitions and environmental changes.
 - Implemented dynamic UI functionality for player stats (stress, health, hunger) and created flexible, scriptable object-based systems to manage and modify these stats.
- **Narrative Designer, We are Watching**
 - Developed a tiered email and messaging system (low, medium, high suspicion) that enriches the storyline, allowing players to delve into detailed character interactions and make informed decisions on arrests based on their investigative findings.

Gemugami Labs, Mexico City, CDMX (April 2022 - December 2022)

- **Game Designer, Marketing and Systems Designer, Wild League**
 - Managed social media marketing for the game's Kickstarter campaign, leveraging Instagram to successfully promote the project.
 - Contributed to the development of innovative gameplay mechanics, making the penalty shoot-out theme with animal characters unique and enjoyable.
- **UI/UX Designer and QA Tester, Letter Better - Team Size: 10**
 - Managed the creation of user-friendly interfaces and maintained detailed bug tracking spreadsheets using Jira and MS Project to ensure efficient task management and resolution.
 - Organized regular team meetings to coordinate design and testing efforts, enhancing overall project workflow and communication.
- **UI/UX Designer and QA Tester, Toe Sham Bo - Team Size: 10**
 - Utilized Jira for comprehensive bug tracking and task management, ensuring all identified issues were logged and prioritized.

Self-Employed, Mexico City, CDMX (January 2022 - July 2023)

- **Independent Developer, Abstemius**
 - Managed and delivered an indie project, Abstemius, within one year, including all necessary documentation and devlogs. Successfully led extensive QA testing, UI/UX design, level design, programming, cutscene creation, and narrative integration, resulting in a polished final product set for public release.

Leadership Experience:

- **President, Student Council, SAE Institute Mexico**
 - Led the student council, organized events, and facilitated communication between students and faculty.
- **Captain, Robotics Team BEARS, Mexico**
 - Directed the robotics team, coordinated team efforts, and led the team to success in competitions.

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- Location: Winter Park, FL
- Phone: +1(407)725-4150
- Github: <https://github.com/benjipliego/myscripts>
- Website: <https://benjipliego.my.canva.site/gamedesign>

Skills:

Project Management

- Establishing project schedules
- Managing scope, quality, and budgets

Software Proficiency

- C#, Unity, Unreal Engine, Twine, RenPy
- Adobe XD, Premiere, Photoshop, Illustrator and Audition.
- 3D Asset Creation (Maya, ZBrush, Substance Painter).
- Google Suite and Microsoft Suite
- Jira and MS Project.

Design Skills

- Storytelling, world-building, screenplay, dialogues.
- Narrative design, game balancing, prototyping.

QA Tools

- Confluence, Devtrack, Bugzilla, Basecamp, Test Track Pro.

General Skills

- Strong communication, collaboration, and relationship building.
- Leadership
- Familiarity with Agile and Waterfall methodologies.

Languages

- English (Fluent)
- Spanish (Native)

Education:

- Master of Science in Game Design, Full Sail University (2023 - 2024).
- Bachelor of Science in Game Design and Interactive Media, SAE Institute (2019 - 2022).