Benny Raymond

Passionate team first engineer with a background in art and a strong foundation in game design. Sporting a magical ability at getting stuff done.

Please request contact info via linked in @bennyraymond

Experience

Velan Studios – L4 Engineer

October 2022 - Present

Engineer, Designer **Unannounced AAA 3rd person Action Adventure**
- Designed and implemented puzzle and level flows.
- Redesigned existing system adding player interaction and choice.
- Mentored small team of engineers.
- Supported team ramp-up in UE4

Engineer, Designer **Unannounced III Titles**
- Adapted real-world game mechanics into online multiplayer arcade style experience in Velan's in-house Viper engine.
- Implemented immersive UX/UI for an unannounced UE5 game.
- Created UI bootflow for an unannounced adventure game in UE5.

Engineer **Hot Wheels Rift Rally**
- First Time User Experience implementation and design support.
- Front end UI bug fixes and polish

Vicarious Visions (Blizzard) – Senior Software Engineer

January 2001 - October 2022

Lead Client Engineer Live Ops **Diablo 2: Resurrected**
- Managed verification and shipping of patches across 11 platforms including Battle.net, Sony, Microsoft, Nintendo
- Tracked live crash data across multiple 1st party systems.
- Managed and modified automated builds and jobs.
- [*FBIF*][1] UI, 2D/3D Translation, gameplay, network, 1st party APIs.
- Took over as Lead Client Engineer and helped to successfully launch Ladder Season 1 and subsequent feature rich patches.
- Mentored other engineers across the team.

Lead Gameplay Engineer Live Ops **Tony Hawk's Pro Skater 1+2**
- **Create a Skater** full feature including front end and in-game, custom and pro skaters, UI, networking, design tools and workflow, automated testing.
- 1st party console APIs (Trophy/Achievements, Controllers, TRCs)
- Bug fixes across a wide range of the codebase: gameplay, UI, networking, 1st party
- Lead team of gameplay engineers in Live Ops and PS5/XBS port.

Other Notable Project Contributions
- Gameplay Engineer **Crash Team Racing NITRO Infused** supported outsourced team (Beenox) remotely.

UME 4H Activity Leader

2023-Present

Mentoring kids in dog sports and excellence

Rensselaer Polytechnic Institute - Adjunct

2008-2009 - Two Semesters

Taught Marc Destefano's curriculum for Game Design and Game Mechanics classes

Notable Tools Experience

Visual Studio 2019, UltraEdit, Notepad++

C/C++, C#, py, lua, visual... Can pick up languages easily

Alchemy, Unreal 4/5

Perforce, Git

Jira, Jenkins, GitHub, Reviewboard, Sony/Microsoft partner tools

Photoshop, 3DSMax

Other Credited Titles
- Crash Bandicoot: The Huge Adventure [4]
- Crash Nitro Kart [4]
- Destiny 2 [2]
- Disney Extreme Skate Adventure [4]
- Frogger: The Great Quest [4]
- Hot Wheels Rift Rally [2]
- Marvel Ultimate Alliance 2 [2,4]
- Marvel Ultimate Alliance [3]
- Skylanders: Imaginators [2]
- Skylanders: TrapTeam [2]
- Skylanders: Spyro's Adventure [4]
- Skylanders: SuperChargers [2]
- Skylanders: SwapForce [2]
- Spider-Man 2: Enter Electro [4]
- Spider-Man: The Movie 2 [3]
- Spider-Man: The Movie 3 [4]
- SpongeBob SquarePants: Revenge of the Flying Dutchman [4]
- Star Wars Jedi Knight: Jedi Academy [4]
- Tony Hawk's American SK8Land [4]
- Tony Hawk's Pro Skater 3 [4]
- Tony Hawk's Pro Skater 4 [3]
- Tony Hawk's UnderGround [3]
- X-Men Legends 2 [3]

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[1] [*FBIF*] *Fixed bugs and implemented features across multiple areas of the code base including...*
[2] Engineer   [3] Lead Designer   [4] Designer