

Welcome to Game Design

who the heck is Benny

where is Marc Destefano!!!?

Who is Benny?

- 8 years industry experience
- Don't know how to use this mac
- Never remember names (of people and things)
- Nerdy Tattoos!
 - not as many as my wife
- I don't have Marc's impressive 4.9 score on ratemyprofessors.com (sorry!)

What is a Technical Game Designer?

- It's a senior title, and new to the industry
- Facilitate between design and art/engineering
- Help identify tools needs
 - Sometimes building tools, sometimes requesting tools

What is a Technical Game Designer?

- Get to know the inner workings of our game engines
- Implement and request engine features
- Instruct and problem solve for...
 - Designers
 - Artists
 - Yes, some engineers too

What is a Technical Game Designer?

- Help come up with engine and tool features for future projects
- Sometimes lead or sub-lead teams

What titles have I worked on?

- Lead over a wide range of projects including:
 - Tony Hawk's Pro Skater 4 (PSX)
 - Spider-Man 2 (PSP)
 - X-Men Legends / Ultimate Alliance (PSP/WII)
- Design team member for 10+ other projects

What am I working on now?

- Scenario Lead for Marvel Ultimate Alliance 2 (XBox360 / PS3)
- Leading Tech Design Group and Tools Focus at VV
- This class
- GDC Presentation for 2009

How do I have time to teach and design?

- I don't!
 - Well... I do, but it's pretty tight
- Office hours?
- Unreliable.
 - cell: 518-221-4783
 - AIM: Anverc (ICQ: 66901167)
 - e-mail: bennyraymond@gmail.com

Enough about me...