

Benny Raymond

Please request contact info via
linked in @bennyraymond

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

Experience

Vicarious Visions (Blizzard) – Senior Software Engineer

January 2001 - Present

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 in various areas of the game's development

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.
- Worked closely and built strong bonds with designers, artists, outsourced engineers
- 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 porting to PS5/XBS

Other Notable Project Contributions

- Gameplay Engineer **Crash Team Racing NITRO Infused** as part of an outsourced team working for Beenox
 - [FBIF]¹ Battle Modes, UI, Net, Weapons, 1st Party APIs
 - Built strong bonds with dozens of remote team members. Empowered designers and artists with tools and tutorials. Mentored engineers in our proprietary engine and toolset.
- Gameplay Engineer **Skylanders SuperChargers**
 - [FBIF]¹ Gameplay, UI, Net, 1st Party APIs
 - **Skystones Overdrive** designed and fully implemented

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

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
- 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

¹ [FBIF] Fixed bugs and implemented features across multiple areas of the code base including...

² Engineer ³ Lead Designer ⁴ Designer