

Benjamin Cole

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Professional Experience

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| Pxlplz llc | Co-Founder | 2009-Present |
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- Successfully founded and bootstrapped small development company and led it to profitability.
 - Led design, technology, and production on five original titles and worked with a small team to design, iterate, and ship.
 - Scoped, budgeted, sold, and executed consulting services for mobile and web application development, specializing in Unity, Objective-C, Flash, PHP, and HTML 5 / Javascript development.
 - Created complete and clear scope and design documents for clients, as well as tech and SWOT assessments, and milestone schedules to properly budget projects and minimize risk for myself and clients.
 - Hired and managed small team of employees and contractors for design and implementation of internal projects, contracts, pitches, and prototypes.

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| Gaia Interactive | Games Producer | 2007-2008 |
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- Directed design and all aspects of production for three original titles resulting in user retention.
 - Coordinated internal and external development teams to ensure seamless integration of Gaia IP and website features.
 - Implemented several new content development processes, including a process for evaluating new titles and a QA process for games, resulting in better communication internally between departments and to external developers.
 - Managed integration of a common development platform that included micro-transaction, and anti-cheating features.
 - Proposed and prototyped new titles designed to attract new users.

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| Namco Bandai Games | Associate Producer | 2004-2007 |
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- Led international and domestic external development teams in the creation of console, PC, and handheld offerings.
 - Shipped a variety of multi-sku titles (Microsoft, Sony, Nintendo, and PC Platforms).
 - Worked closely with licensed property holders on several highly rated children's games.
 - Coordinated with marketing, finance, and sales to ensure projects remained on time, on budget, and attained sales goals.
 - Received the Namco Bandai Holdings Gold Award in 2006 for leadership on "Snoopy vs. the Red Baron."

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| The Scher Group | Interactive Designer | 2002-2004 |
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- Led the creation of Scher Group's first serious game "Education Challenge", one of the company's top selling products.
 - Designed animation and interactive elements for other business training applications.

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| iKnowthat.com | Animator | 2000-2002 |
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- Helped to define company focus and initial product offerings.
 - Prototyped and deployed games and utilized user feedback loop to adjust and tune gameplay appropriately.
 - Created traditional and 3D animation and illustration for children's multimedia.

Titles

Snoopy vs The Red Baron (Producer: PS2, PSP, PC)	Gaia Tiles (Producer, Designer, Programming: Web)
Berenstain Bears (Producer: GBA)	Sniff and Mark (Producer, Designer, Programming: iOS)
Space Station Tycoon (Producer: Wii)	Xmobb (Programming: PC)
Curious George (Assoc. Prod: PS2, Xbox, GC, GBA)	Seven Yo! (Designer, Programming: iOS)
Atomic Betty (Assoc. Prod: GBA)	Super Mad Matador (Designer, Programming: iOS)
Namco Museum 50th Anniversary (Asst. Prod: PS2, Xbox, GC, PC)	Star Saver (Producer, Designer, Programming: iOS)
Gaia Pinball (Producer: Web)	Talk To Strangers (Producer, Programming: iOS)
Electric Love Faktori (Producer: Web)	Robo Puzzle Smash (Producer, Designer, Programming: Wii U, PC)

Skills

Project Management: Microsoft Office and PowerPoint. Project tracking with Jira and Microsoft Project. Managing design documents with Wikis and One Sheets. Agile and Waterfall project management experience.

Programming: C, Objective-C, C#, HTML5 / Javascript with React and Node.js, Unity, Flash, native iOS development. Familiarity with common design patterns.

Achievements

- Produced the top rated game among Namco Bandai America's offerings in 2006.
- GBA Dev.org 2004MB Competition Winner for Gunkid (GBA).
- Boston FIG, Otakon, and MAGFest indie showcase finalist for Robo Puzzle Smash.
- GDC Conference Associate (5 years).