Benjamin Cole

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Professional Experience

BrickSimple	Development Lead	2022-2025

- Led technical design and architecture for cross platform mobile mental health application for UCSD Health, and successfully scaled platform for 1000 requests per second.
- Worked with external development teams to launch application on secure, private health information systems.
- Built mobile game application for prototype brain wave scanning hardware over bluetooth to help diagnose early onset Alzheimer's disease.
- Created KPI visualization and scrap reporting system for industrial manufacturing equipment, and successfully launched system into production for hundreds of plant workers.
- Led fully remote team and mentored junior developers.

Highgate Training Systems	Development Lead	2020-2022

- Responsible for four teams of developers on very visible projects for the US Army OEC with high expectations and tight deadlines.
- Built entirely remote team and mentored junior developers with a focus on growing skill sets across the full stack and retaining talent.
- Led and set technical expectations for the ODIN re-platforming project, that moved fragile and unstructured data stored in MediaWiki to a more robust CMS. Restructured front end to handle new APIs in a seamless manner.
- Built mobile friendly responsive design for ODIN without disruptions to existing live site.
- Developed plan for creating and serving CTC-ODIN, a clone of an existing Army web application, containing the World Wide Equipment Guide and Date World information and tailored for very specific uses and customers without causing disruption to other development or existing live site.
- Led design and development efforts to build fully functional fake social media sites for ION project including mock Facebook, YouTube, and Twitter so they could be used in Army training exercises and controlled both on an admin level and a user level.
- Re-engineered ION PostgreSQL database and Spring Data based APIs to resolve several design issues, reduce complexity, improve reliability, and introduce much needed flexibility to meet changing customer expectations.
- Built and led technical team on Unity based real time strategy game that teaches real-world war-fighting strategy.
- Kept team on track and on task while still remaining flexible for customer and helped to successfully close out base contract year for all projects.

Intelligent Decision Systems, Inc	Interactive Development Lead	2020-2022

- Led front-end and interactive development efforts across four web based projects for the US Army.
- Built framework for loading and displaying fake social media sites and replicated news websites for ION project used in live exercises.
- Worked with a very small team to refactor TIMS Live project, a tool that imports, modifies, and broadcasts very large data sets to connected systems. Because of offline needs, messages must be able to be exported, imported, and modified while disconnected. Developed methods and refactored data to do this effectively.
- Worked directly client to scope deliverables and roadmap.
- Guided team though agile processes including daily standups, sprint demos and retrospectives, and team focused sprint planning.

Pxlplz, LLC	Founder	2009-Present

- Successfully co-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, Swift, 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.

Gaia Interactive	Games Producer	2007-2008

- Directed design and all aspects of production for three original titles resulting in increased 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.

Namco Bandai Games	Associate Games Producer	2004-2007

- 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."

The Scher Group	Interactive Designer	2002-2004

- 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.

iknowthat.com	Animator	2000-2002

- 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)
Berenstain Bears (Producer: GBA)
Space Station Tycoon (Producer: Wii)
Curious George (Assoc. Prod: PS2, Xbox, GC, GBA)
Atomic Betty (Assoc. Prod: GBA)
Namco Museum 50th Anniv. (Asst. Prod: PS2, Xbox, GC, PC)
Gaia Pinball (Producer: Web)
Electric Love Faktori (Producer: Web)
Gaia Tiles (Producer, Designer, Programmer: Web)

Sniff & Mark (Producer, Designer, Programmer: iOS)
Xmobb (Programming: PC)
Seven Yo! (Designer, Programmer)
Super Mad Matador (Designer, Programmer: iOS)
Star Saver (Producer, Designer, Programmer: iOS)
Talk To Strangers (Producer, Programmer: iOS)
Robo Puzzle Smash (Producer, Designer, Programmer: PC)
Little Nemo and the Nightmare Fiends (Programmer: PC, Switch)

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: Python with Django/Flask, C, Objective-C, Swift, C#, HTML5 / Javascript with React and Node.js, React Native, Unity, Flash, native iOS and Android development. Java, SQL. Familiarity with common design patterns.

Achievements

- Winner Best in Show at GDEX and Cleveland Gaming Classic. Official Selection at Boston FIG for Little Nemo and the Nightmare Fiends.
- Produced the top rated game among Namco Bandai America's offerings in 2006 (Snoopy vs. The Red Baron).
- GBA Dev.org 2004MB Competition Winner for Gunkid (GBA).
- Boston FIG, Otakon, and MAGFest indie showcase finalist for Robo Puzzle Smash. Game-A-Con Crystal award
- winner.
- GDC Conference Associate (9 years).