BENJAMIN ROWLANDS

Cardiff, United Kingdom 🏠

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Benjamin Rowlands in

OBJECTIVE

Experienced ROBLOX Game Developer with over a decade of expertise in Lua programming. My software engineering journey began with a deep passion for ROBLOX game development, evolving into a successful ROBLOX career with notable projects for renowned brands like LEGO, GAP, and Netflix.

Throughout my career, I have refined my skills, consistently enhancing interactive experiences while prioritizing clear communication and clean, maintainable code practices. I am motivated to continue bringing my creativity and expertise to innovative projects in the games and software development industry.

EXPERIENCE

Senior Game Developer | Buoy Studio (ROBLOX & VR)
10/2023 – PRESENT

- Developed branded experiences for high-profile brands e.g. Fidelity's Pancake Empire Tower Tycoon, Netflix's Hub World, One Piece live-action and Spy Kids Armageddon experiences
  - Created educational minigame for PETT, as well as an incredibly performant enemy NPC system across Netflix titles
- Closely communicated with Creative Directors to ensure prioritization based on ever-changing client demands, risk management and ensuring that delivery is on-track

Senior Game Developer | Sparko Studio (ROBLOX)
03/2023 – PRESENT

- Delivered successful branded ROBLOX experiences e.g. LEGO & Gap as part of a small team of developers
  - Developed a Placement system (LEGO), Archery minigame (Gap), as well as numerous backend systems to facilitate creation of other minigames
- Contributed to live support post-launch to ensure stable gameplay and sustained client satisfaction

Senior Game Developer | Talewind Studio (ROBLOX)

03/2022 – 10/2023

- Actively maintaining current titles (Chicken Life) and solely created spin-off titles within a 2 month completion period
    - Reduced technical debt and increased ARPDAU by 20x within Acquisition titles (>1.4M MAU)
    - Developed own API (hosted on Google Cloud Platform) with intent to repurpose across all company games
- Providing mentoring and additional support to the wider team, whether assisting with bug-fixes, reviewing code practices or exploring new technologies
- Produced and maintained maintained CI/CD systems including game asset management, deployment to live & test game environments (via GitHub)
- Created documentation for wider team to enforce best practices and assist with up-keep

EDUCATION

BSc (Hons) Software Engineering 2:1 | Cardiff Metropolitan University

09/2017 – 06/2021

Final Modules:

- Advanced Programming
- Cyber Security & Cryptography
- Professional & Ethical Issues
- Development Project
- Parallel & Distributed Systems
- Real-Time Computer Graphics

TECHNICAL QUALITIES:

- Established programming abilities in several languages:
    - ROBLOX Studio & Lua (9+ years)
    - Typescript (including Roblox-TS) and Java (3+ years)
- Concrete understanding of object-oriented programming (OOP), unit testing frameworks (Jest) and relevant documentation

QUALITIES

- Strong communication with team members and project stakeholders
- Flexibility to work through changing circumstances
- Time management and multitasking abilities
- Perseverance when working under pressure

ACTIVITIES

- NWERC 2017 Participant (North Western Europe Regional Competition)
    - Participated in NWERC and represented part of Cardiff Metropolitan University's team, securing us 1st place among all Welsh universities
    - Further developed problem-solving, time management skills and ability to work under pressure