CAMDEN BENKOVSZKY, VIDEO GAME DESIGNER

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EDUCATION

2023 – 2025	Master's in Interactive Media and Design, Becker School of Design and Technology at Clark University, USA
2023	Study abroad at EF languages in Tokyo, Japan
2019 – 2023	Bachelor of Arts, *Magna cum laude*, Becker School of Design and Technology at Clark University, USA
2014 – 2019	High School Diploma with Honors, Patrick Henry High School, USA

WORK EXPERIENCE

2026 - present

ALT

Borderlink Inc

Nagahama, Shiga, Japan

Setting: An ALT dispatch company that assigns English teachers to schools across Japan.

Primary Role: Provide native level English speaking to Japanese students and create games designed to reinforce language learning.

2026 - present

Game Designer & Solo Developer

TangoDash (personal project)

Nagahama, Shiga, Japan

tangodash.camdenbenkovszky.workers.dev

Setting: A 2D platformer built in Unity that teaches English vocabulary to Japanese elementary and junior high school students. Playable in the browser.

Primary Role: Designing, programming, and building every part of the game while working as an ALT. Ran surveys with students and teachers to learn what helps them remember vocabulary, then used the results to guide the game's design and iteration.

2024 - 2025

Level Designer

Slimeware

Worcester, MA

Setting: A student-created game studio that's turned into a subsidiary of Red Rabbit Games. Slimeware's goal is to create fun, silly indie games that bring joy to large audiences.

Primary Role: Creating all of the levels for a 3D Platformer called Unsent, from building the initial Whitebox layout to asset implementation to playtesting, working with the art and programming teams, being involved in the level building process from start to finish. Worked in Unreal Engine 5

2024 – 2025

Cinematics Artist

VedX Solutions

Worcester, MA

Setting: A VR/AR company that focuses on education of children through technology

Primary Role: Worked on a middle school education AR experience called Avilaar. Used the sequencer tool in Unreal Engine 5 to create a cutscene introducing a world of AI characters to the user. Built the set, imported and implemented animations, and rendered the scene with camera shots. Post-render editing done in DaVinci Resolve.

2023 – 2024

Designer & Team Lead

Garden of Táozi (self-released on Steam)

Worcester, MA

store.steampowered.com/app/2946490/Garden_of_Taozi

Setting: A 3D sliding block puzzle game made in Unity, where you play as a cute Sun Wukong. It started as a college design project, and I chose to continue development through its release on Steam in June 2024.

Primary Role: Developed the game concept and full game mechanics, designed all 7 levels, and 3D modeled objects. Managed a team of designers and collaborated with the programming and art teams. Promoted the game at PAX East 2023 and the IGDA Clark Game Expo 2023 and 2024, and gathered players' written feedback.

2023 – 2024 **Game Producer**

MassDiGi

Worcester, MA

Setting: A Game Studio dedicated to giving students experience in the games industry.

Primary Role: Worked with a team of 8 to push 2 seasonal updates to *Merge Monastery* on Android. Updates included new items, improved UI, and performance. Developed the roadmap, established deadlines, set up weekly meetings, and kept the team organized to meet the objectives.

2023 **Level Designer**

SqueePlay

Brookline, MA

Setting: A game studio startup that focuses on creating casual games that are user-customized experiences.

Primary Role: Worked on puzzle levels for a prototype detective game.

2023 **Level Designer/3D Modeler**

RudderHaven

Worcester, MA

Setting: A small game studio that focused on building RPG experiences.

Primary Role: Creating a tutorial section for a MMORPG game, 3D modeled weapons and environmental props for the game

PROFESSIONAL CERTIFICATIONS

2025 Japanese Language Proficiency Test N5, University of Alberta, Canada