# Camden Benkovszky

Nagahama, Shiga
Japan

+81 80-2786-6898
CamdenBenkovszky@gmail.com

www.linkedin.com/in/cbenkovszky
www.BenkovszkyCreations.com

PROFESSIONAL SUMMARY
Game and level designer living in Japan and seeking a design role at a Tokyo studio. Lead level designer on “Unsent,” an Unreal Engine 5 platformer showcased at PAX East 2025, and designer and team lead on “Garden of Taozi,” a Unity puzzle game; both are released on Steam. Now an ALT in Shiga, solo developing “TangoDash,” a vocabulary game shaped by surveys of students and teachers. MFA in Game Design & Development. Skilled in grayboxing, playtesting, and working across art and programming teams. JLPT N5, continuing Japanese study.

## EDUCATION

**Becker School of Design & Technology** https://www.clarku.edu/design-technology/
Clark University, Worcester, MA

Master of Fine Arts, Interactive Media: Game Design & Development May 2025
Bachelor of Arts, Interactive Media: Game Design & Development, Magna *cum laude* May 2023

**Japanese Language Proficiency Test,** Passed Level N5 July 2025

## WORK EXPERIENCE

**Borderlink Inc**, Saitama City, Saitama, Japan May 2026 – present
**ALT**
- Location: Nagahama, Shiga
- Solo developing *“TangoDash”* (Unity), a 2D platformer that teaches English vocabulary to students
- Surveyed students and teachers to guide the game’s design and iteration
- Provided native-level English speaking experience in the classroom

**Red Rabbit Games, S*limeware*,** Remote Sept 2024 – Oct 2025
**Level Designer:** Unreal Engine: 3D platformer game
*“Unsent”* https://store.steampowered.com/app/3621930/Unsent/
- Designed, grayboxed, and polished levels for semi-open world
- Lead level designer on *“Unsent”*
- Implemented gameplay, collectibles, 3D modeling, collaborated daily via Discord
- Showcased at PAX East 2025; gained 100s of wishlists through live demos

**Self-Released on Steam** Sept 2023 – June 2024
**Designer & Team Lead:** Unity: 3D puzzle game
Initially college design project, chose to continue development through release
*"Garden of Taozi"* https://store.steampowered.com/app/2946490/Garden_of_Taozi/#app_reviews_hash
- Developed game concept and full game mechanics
- Designed all 7 levels and 3D modeled objects
- Managed team of designers; collaborated with programming and art teams
- Promoted at PAX East 2023 & IDGA Clark Game Expo 2023 & 2024; gathered users’ written feedback

## SKILLS

Level Design – Grayboxing – Pacing & Player Guidance – Environmental Storytelling – Playtesting & Iteration

Unreal Engine 5 – Unity – Blender – Maya – Substance Painter – Photoshop – GitHub – Jira – Plastic SCM