

Benjamin (Benny) Raymond
Blizzard - Vicarious Visions
Frederick, Maryland

Summary

- 25+ years Web, PC and Console software and game development.
- Experienced Software Engineer, Technical Game Designer, Designer and Team Lead.
- Experienced tools programmer.
- Proficient in industry standard software: Visual Studio, Unreal, Proprietary level and data editors, 3D Studio Max.
- Experienced in both leading and energizing small groups.

Industry History

Blizzard - Vicarious Visions Albany, NY - 2001+

- Senior Software Engineer - October 2020 - present
- Software Engineer - January 2014 - October 2020
- Senior Technical Designer - July 2009 - December 2013
- Technical Designer - August 2007 - July 2009
- Designer - March 2004 - July 2007
- Associate Designer - January 2001 - February 2004

Lead Engineer:

- Diablo 2: Resurrected LiveOps Team
- Tony Hawk's Pro Skater 1+2 LiveOps Team

Software Engineer:

- Diablo 2: Resurrected [PC, XBOne, XBSX, PS4, PS5]
- Tony Hawk's Pro Skater 1+2 [PC, XBOne, XBSX, PS4, PS5]
- Crash Team Racing: NITRO Infused [XBOne, PS4, Switch]
- Destiny 2 [PC]
- Skylanders: Imaginators [iOS, 360, XBOne, PS3, PS4, Wii U]
- Skylanders: SuperChargers [iOS, 360, XBOne, PS3, Wii U]
- Skylanders: TrapTeam [iOS]
- Skylanders: SwapForce [iOS, 360, XBOne, PS3, PS4, Wii, Wii U]
- Marvel Ultimate Alliance 2 [360, PS3]

Lead Designer:

- Marvel Ultimate Alliance [PSP, Wii]
- X-Men Legends 2 [PSP]
- Spider-Man The Movie 2 [PSP]
- Tony Hawk's UnderGround [GBA]
- Tony Hawk's Pro Skater 4 [PSOne]

Design:

- Skylanders: Spyro's Adventure [3DS]
- Marvel Ultimate Alliance 2 [360, PS3]
- Spider-Man: The Movie 3 [PSP, PS2, Wii]
- Crash Nitro Kart [XBox, PS2, GC]

- Tony Hawk's Pro Skater 3 [GBA]
- Star Wars Jedi Knight: Jedi Academy [XBox]
- Crash Bandicoot: The Huge Adventure [GBA]
- Frogger: The Great Quest [GBA]
- Spider-Man 2: Enter Electro [PSOne]
- SpongeBob SquarePants: Revenge of the Flying Dutchman [GBA]
- Tony Hawk's Pro Skater 4 [GBA]
- Tony Hawk's American SK8Land [DS]
- Disney Extreme Skate Adventure [GBA]

Rensselaer Polytechnic Institute Troy, NY - 2007 - 2008

- Adjunct Instructor - 2007 - 2008
 - Game Design
 - Game Mechanics