

Benjamin Mora-Davison

Profile

Game designer with 3+ years experience designing live-ops, free-to-play mobile games including *Merge Dragons!* and *Puzzlescapes*.

An articulate written and verbal communicator, analytical problem solver, and prolific leader easily adaptable to any team.

Education

Honors Bachelor of Game Design

Sheridan College (2017 – 2021)

Undergrad Certificate of Creative Problem Solving

Sheridan College (2017 – 2021)

Tools

Unity
Confluence
Google Suite
Microsoft Suite
Figma

Skills

Documentation
Pitching & Proposals
Tuning
Feature Ownership
Prototyping

Achievements

Zynga Feature of the Year
MIGA Narrative Finalist
GDC Narrative Review Gold
alt.ctrl.GDC Selection

Game Designer

Montreal, Quebec, Canada

📧makemoragames.com ✉makemoragames@gmail.com 🌐/moradavi

Experience

Game Systems Designer | Zynga

Apr 2022 – Present

- Designed and shipped major features in *Merge Dragons!*, including a new quest system, Dragon Breeding, Seasonal Offers, and Treasure Tower (Zynga Feature of the Year 2022).
- Owned feature responsibility throughout the entire development pipeline, saw through multiple features from proposal to release.
- Tuned and overhauled the first-time user experience, as well as maintained documentation in Google Suite, Confluence, and Excel.

Jr. Game Designer | Tilting Point

Jun 2021 – Apr 2022

- Implemented, tracked, and tuned various forms of content across multiple games, including quests, characters, levels, and events.
- Ideated, designed, and documented game features for various live-ops mobile titles.
- Researched and analyzed competitors in the mobile game market and presented findings to leadership and development partners.

Intern Game Designer | Zynga

May 2020 – Aug 2020

- Designed and developed features for mobile puzzle titles, including *Puzzlescapes* and two unreleased MVPs. Ideated and pitched various game concepts for future Zynga releases.
- Created 50+ levels for above MVPs using Unity and collaborated with Engineers to refine level design tools and workflows.

Personal Projects

Recalculating

Designer and Developer | Interactive Fiction | 2019

Conceptualized, designed and implemented the game's unique "Brick Breaker" dialogue selection system. *Recalculating* was a Narrative Design finalist at the Montreal Independent Games Festival (MIGA) and was curated for multiple festivals in Toronto and Montreal.

Machine Mind

Designer and Developer | Action/Stealth | 2021

Managed team ideation and work processes, wrote game design documentation, and implemented core features into Unity. *Machine Mind* was a university project mentored by Ubisoft Toronto, who regularly met with the team to provide guidance and feedback.