

Ben Batstone-Cunningham

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SKILLS:

Project Management, HTML, CSS, Scripting (Javascript, LSL, Lua), Photoshop, Writing , 3D Modeling, Game Design, Social Media Design, Video Production, Audio Production, 3D Texturing, Level Design, User Experience Design

WORK EXPERIENCE:

Virtual World and Social Technology Consultant
Alt-Zoom Studios
January 2007 – Present

- * Managed teams of 2-4 in design and development of games and social media experiences.
- * Consulted clients on new media technologies, and social media platforms.
- * Designed and developed multi-player games using Second Life.
- * Designed multi-player games for social media platforms such as MySpace and Facebook.
- * Produced video content for clients for internal and external use.
- * Managed client expectations while guiding them through the pitfalls of social media applications.
- * Taught workshops on virtual worlds.
- * Clients include: EBay, Linden Lab, USA Today, PR Newswire, National Oceanic and Atmospheric Administration, Bay Area Video Coalition.

Game Designer
Linden Lab
September 2005 – Jan 2007

- * Designed and developed new user experiences.
- * Scripted tools for character motion and Non-player character automation.
- * Developed multi-player games using scripting engine.
- * Designed user interfaces, and assisted in developing them.
- * Managed volunteer and paid content projects.
- * Communicated with development team to create features and interface improvements.

Jr Game Designer
Linden Lab
August 2003 – September 2005

- * Created content in Second Life to educate and inspire our users.
- * Designed, and helped implement several small games made using the Second Life toolset.
- * Assisted in the design and implementation of the larger landmasses.
- * Developed tools to assist in the creation of larger content projects.
- * Tested new scripting features and communicated with development to improve them.

Grid Monitor
Linden Lab
June 2003 – August 2003

- * Monitored and maintained a small Linux server farm.
- * Communicated any issues found with development and operations teams.

In-World Liaison
Linden Lab
December 2002 – June 2003

- * Communicated regularly with users, both in-world, and on forums.
- * Created and ran events designed to help users learn how to use Second Life.
- * Communicated user concerns and testing results to development team.

PUBLICATIONS & SPEAKING:

Virtual Worlds: A Business Guide. Lorica, Ben et al. O'Reilly Radar Group, March 2008.

Second Life, the Official Guide. 2nd ed. Rymaszewski, Michael et al. Indianapolis: Wiley Publishing, 2008.

“Virtual Worlds - A Social and Immersive Media Environment” Panel, Screen Producers Association of Australia Conference 2007, Gold Coast Australia.

“Storytelling in Virtual Worlds”, Plenary Keynote, SPAA Fringe Conference 2007, Sydney Australia.

“Machinima and Second Life”, Keynote, Second Life Community Convention 2007, Chicago IL.

“Terraforming the Internet: When 3D Models Meet Business Models” Panel, SXSW 2007, Austin TX.

Second Life. Rymaszewski, Michael et al. Indianapolis: Wiley Publishing, 2007

EDUCATION:

Whitman College, Walla Walla WA (2003)
BA: Physics. Minor: Studio Art.

INTERESTS:

I am an avid game player, whether it is on a screen or on a table, or just in my head. I also like to tell stories, cook good food, and make very silly jokes.

REFERENCES:

Available upon request.