

Personal Profile

Technical Designer specialising in gameplay prototyping and systems implementation. Experience delivering interactive prototypes in Unreal Engine and Unity, including gameplay systems and NHS-funded research projects.

Technical Skills

Gameplay systems design & prototyping
System-driven mechanics implementation
Debugging & iteration workflows
Player interaction and gameplay feel tuning

Tools & Technologies

Unreal Engine (C++ / Blueprint)
Unity (C#)
CoreTech
Git (version control)

Projects

Demon Sword — Gameplay Systems Prototype

- Designed and implemented interconnected combat and progression systems in Unreal Engine
- Developed checkpoint-based save system handling player state and progression

FLOW — NHS Patient Journey — Prototype

- Led the design and development of an Unreal Engine prototype for an NHS-funded research project
- Developed interactive systems to visualise patient journeys for healthcare workshops and conferences

Hermit — Unreal Gameplay Prototype

- Implemented physics-driven Force interaction system using trace-based object manipulation
- Built hybrid C++ / Blueprint systems for designer-driven iteration

ReDo — Time Manipulation Prototype

- Implemented rewind, pause, and timeline switching mechanics in Unity (C#)
- Designed time-energy resource system to regulate ability usage

View portfolio: benlesko.uk

Education

Abertay University (2019 - 2023)
(BA) Game Design and Production

Leonardo Media Academy (2009-2011)
(HND) Journalism

Languages

English – Full professional proficiency
Hungarian – Native
Japanese – Elementary (ongoing study)