

## Personal Profile

Technical Designer based in the UK, specialising in gameplay prototyping and systems implementation. Experience building system-driven mechanics in Unreal Engine (C++/Blueprint) and Unity.

## 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

### King Arthur: Knight's Tale – Controller Support

- Contributed to DualSense controller integration within proprietary CoreTech engine
- Improved gameplay responsiveness and interaction clarity

### 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](http://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)