



Will Bennington

Game Producer, Designer, and Developer
309-826-5327
202 Cypress Point Washington IL. 61571
Benningtonwill@gmail.com

[Portfolio Page](#)

EXPERIENCE

Bradley University, Peoria, IL. —Capstone TA

August 2024 - Present

Aid and assist in the teaching and curation of the Senior Capstone class.
Responsible for the mentorship of the production discipline of this course.

Moonlight Coalition, Peoria IL.—GED tutor

Feb. 2025 - Present

Tutor, advise, and teach those who require aid in studying for the Illinois General Education Development test, which will earn them the equivalent of a high school diploma. I am responsible for the curriculum, as well as scheduling exams.

PROJECTS

Our Name Is The Stars

A narrative-based space exploration game in which Ismii Asama, a pilot who seeks to find out what happened to her father, a scientist, explores the reaches of rift space. I am acting as a Lead Producer on this project, helping to keep our 25-person team on track throughout this year-long capstone project.

Eye of the Erime

Eye of the Erime is a physics-based puzzle game in which you use your camera to interact with reality-warping flowers, triggering unique effects such as intangibility or locking movement through space. I function as the producer and a designer on the team. I help to organize schedules, manage third-party work, resolve conflicts, establish accountability for deadlines, as well as finding areas I can touch down in-engine and flex my puzzle design skills!

EDUCATION

Bradley University, Peoria IL. — Bachelor of Arts in Game Design Minors in Creative Writing, Leadership & Management

August 2020-May 2024

Bradley University, Peoria IL. — Masters in Game Design and Development

August 2024-August 2025

Summary

Hello, my name is Will Bennington. I am a game designer with creative writing/leadership and management experience seeking to focus on production or design. My hometown is a small neighborhood, thirty minutes outside Peoria, IL. named Metamora. I've loved playing video games my entire life. I'm excited to become part of the community and industry that can create these works of art and inspire others the way previous generations of designers and developers inspired me.

SKILLS

Production Experience

Project Management

Tabletop Game Design

Motivation and team morale

Formal Written Content

Communication skills (both written and verbal)

Scheduling and running meetings

Atlassian project management tools (Jira and Trello)

Microsoft Office

GDC CA associated skills

