



# Will Bennington

Game Producer, Designer, and Developer  
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[Portfolio Link](#)

## WORK EXPERIENCE

**Bradley University, Peoria, IL.** —*Capstone Teachers Assistant*  
August 2024 - May 2025

Aid and assist in the teaching and curation of the Senior Game Design Capstone class. Responsible for the mentorship of the Production and Project Management disciplines of this year-long, single project-based course, culminating in the earning of a Bachelor's Degree in Game Design.

**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

***Eye of the Erime - Lead Producer (Coming to Steam Q4 2025)***

During this year-long development cycle, I acted as the Lead Producer for a team of ten. I organized schedules, managed third-party work, resolved conflicts, maintained accountability for deadlines, and established a healthy, happy, and efficient office environment. A few team members had never worked on a team before, leading to incredible opportunities for growth that I had the privilege of facilitating. Project details can be found [here](#).

***Our Name Is The Stars - Lead Producer***

I acted as the Lead producer, leading a 27-person team, managing schedules, ensuring project integrity, handling conflict resolution situations, and maintaining a low project scope creep. I also managed the three-person production team, mentoring two first-time producers. These skills let me take on this narrative-focused experience with a two-semester quick turnaround development time. Project details can be found [here](#).

## EDUCATION

**Bradley University, Peoria, IL.**— *Bachelor of Arts in Game Design, Minors in Creative Writing, Leadership & Management*  
May 2004

**Bradley University, Peoria, IL.**— *Master's in Game Design and Development*  
August 2025

## Summary

Hello, my name is Will Bennington. I am a Producer with experience in creative writing/leadership and management, seeking to focus on production or Project Management. 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

Game Production  
Project Management  
Tabletop Game Design  
Motivation and team morale  
Formal Written Content  
Strong Communication skills  
(both written and verbal)  
Scheduling and running meetings  
GDC CA associated skills  
Conflict Resolution

## TOOLS

Atlassian project management tools (Jira and Trello)  
Microsoft Office  
Microsoft Copilot