

Benoit J. Poyser Acuña

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📍 Chicago, IL, USA

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Technical Game Designer | Gameplay Programmer | Systems Designer

Creative and technical game designer with a strong foundation in computer engineering and a passion for crafting engaging gameplay experiences. Proficient in Unreal Engine (C++/Blueprints) and Unity (C#), with experience in delivering polished features and systems in cross-functional teams. Recognized for bridging the gap between design and engineering to bring game concepts to life.

Skills & Tools

Game Engines: Unreal Engine (C++ & Blueprints), Unity (C#)

Tools: Git, Jira, Confluence, Miro, Illustrator, Photoshop

Platforms: PC, Console, Mobile

Languages: Spanish, English (Fluent), French (Intermediate)

Experience

Technical Game Designer

Side | Remote, United States

Jun 2023 – Present

Led feature development from concept to implementation, ensuring alignment with design vision and technical feasibility. Developed gameplay systems in Unreal Engine using C++ and Blueprints. Wrote clean, scalable Unity C# code and resolved gameplay bugs.

Documented systems and tools to support ongoing production workflows.

Game Development Instructor

ID Tech | Remote, USA

Apr 2023 – Sep 2023

Taught programming, game development, and digital art in virtual one-on-one and group settings. Designed and adapted lesson plans tailored to individual learning goals and styles.

Gameplay Programmer

Sunna Entertainment | Remote, Costa Rica

Nov 2020 – Jun 2023

Designed and implemented cross-platform gameplay systems (cameras, controllers, AI, UI) using Unity C#. Developed and maintained custom in-house tools to streamline production. Integrated online services (Steam, Epic Games, PlayFab) and supported mobile game development. Collaborated with other disciplines to define and document gameplay features.

Lead Technical Game Designer

CelleC Games | Remote, United States

Mar 2022 – Apr 2023

Led the design and implementation of gameplay systems using Unreal Engine Blueprints. Created detailed technical documentation and provided feedback on level design and gameplay features. Collaborated with art and engineering teams on game mechanics. Diagnosed and resolved complex bugs. Delivered internal workshops on best practices and proposed improvements to internal tools and systems.

Game/Level Designer

CelleC Games | Winter Park, FL, USA

Dec 2021 – Mar 2022

Pitched, prototyped, and iterated on original game ideas. Designed and documented UI/UX systems and gameplay pipelines. Contributed to level design and player experience design using player psychology principles.

Games Shipped

Unannounced Project under NDA - Technical Game Designer

Unity C# | PS4, PS5, Xbox Series X|S, Nintendo Switch 1 & 2, Steam | Soon

Designed characters, items, and gameplay features, taking full ownership from concept through implementation. Ensured alignment across engineering, art, VFX, and sound teams with the original design vision. Created detailed documentation to track behaviors and system requirements. Wrote clean, scalable Unity C# code and resolved gameplay bugs. Temporarily acted as internal project lead, coordinating cross-disciplinary efforts. Integrated UI elements and supported fellow designers by mentoring them on internal systems, implementing new features, and assisting with bug tracking and resolution.

Planet Cube: Edge - Gameplay and UI Programming

Unity C# | PS4, PS5, Xbox Series X|S, Nintendo Switch, Steam & Epic Games | 2023

Implemented and maintained several core systems, including Steamworks and Epic Online Services integration. Scripted enemy behaviors and engineered in-game UI. Set up Rewired for input management and built a save/load system with cloud synchronization. Developed a full achievements system, integrated with in-game logic as well as Steam and Epic platforms. Also implemented multi-language support with a dynamic language selection system.

Solve & Rescue: Math Puzzles - Programmer

Unity C# | Mobile (iOS & Android) | 2022

Connected the game to online Web Services to support cloud-based features and user data persistence (Playfab). Integrated in-game purchases and advertising systems, ensuring a smooth monetization flow. Engineered UI elements for both gameplay and meta-game systems. Implemented core progression systems, including daily rewards, player challenges, and an energy-based gating mechanic to enhance engagement and retention.

Save the Purple Frog - Game/Level Designer & Additional Programming

Unity C# | Mobile (iOS & Android) | 2021

Designed and integrated all levels in the game, ensuring balanced difficulty progression and smooth gameplay flow. Developed a custom internal tool (*Color2Prefab*) to streamline level integration and optimize the workflow for the entire team. Handled environmental lighting and UI engineering tasks, and contributed to gameplay by pitching new skill ideas and game features grounded in the biology of the real-life purple frog. Proposed the concept of the "Elder Frog," a guiding character central to the player's journey. Also implemented in-game Q&A questions and narrative triggers to enhance engagement and clarity.

Education

MSc in Game Design | *Salutatorian*

Full Sail University • Winter Park, FL, USA

Sep 2022

BSc in Computer Engineering

Universidad Fidélitas • San Pedro, SJO, CRC

Mar 2021