

# BEN ATKINSON

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## SUMMARY

Gameplay and live-ops engineer with professional experience since 2017 across licensed, branded, and live-service game projects totaling 2.3B+ player visits. Focused on gameplay systems, UI/UX, server-authoritative logic, economy/live-ops features, analytics, and production support.

## SKILLS

- Gameplay Systems
- UI/UX Engineering
- Server-Auth Systems
- Economy / Monetization
- Live-Ops Support

## TECH / TOOLS

- Luau | C# | Roblox Studio
- React UI | GitHub
- DataStores | Analytics
- Jira | Trello | Notion
- Blender | Photoshop

## PROJECTS

- [RELICSxyz Music Console](#)
- [Ghostopia](#)
- [Fashion Famous](#)
- [NBA Champions Basketball](#)
- [Smurfs Grow A Village](#)

## EXPERIENCE

### SOFTWARE ENGINEER

RELICSxyz | REMOTE | 11/2024 - PRESENT

- Built and maintained Roblox music platform systems for a licensed console experience integrated with Monstercat and deployed across 30+ partner experiences.
- Developed UI/content systems across library, collection, customization, skins, gamepass flows, and live content; supported analytics, event storage, and Google Cloud pipeline work.

### GAMEPLAY PROGRAMMER

ATLAS CREATIVE | REMOTE | 10/2024 - 05/2025

- Developed gameplay systems and player-facing features for branded Roblox experiences including NBA Champions Basketball and Smurfs Grow A Village.
- Built outfit customization, UI/interaction support, live production fixes, and character-controller support across active projects.

### LEAD ENGINEER

SANDBOX STUDIOS, LLC | REMOTE | 04/2022 - 08/2024

- Led engineering on Fashion Famous, owning gameplay systems, feature development, technical execution, and release support for live updates.
- Designed gameplay, UI, and client/server systems across large-scale experiences; refactored inherited code and improved development-to-production workflows.

### LEAD CREATOR / GAMEPLAY PROGRAMMER

SUPERSOCIAL, INC. | REMOTE | 02/2021 - 02/2022

- Served as one of two lead creators on Ghostopia alongside Sleitnick, helping lead development from concept through shipped Roblox experience.
- Built gameplay, UI/UX, shops, leaderboards, character selection, inventory, mounts, and interaction systems across Ghostopia and Pirates vs Ninjas.

### LEAD ENGINEER

BLOX GUYS, LLC | REMOTE | 08/2017 - 11/2018

- Led Roblox programming for a remote team; coordinated contractors, delivery, and workflow improvements.