

Personal

Name

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Ben Walker

Hi! I am a former gaming news journalist who had years of experience writing for large sites where I reviewed and reported on video games, creating a large connection with key industry figures and developing my own knowledge of PR, community management, game development and more. I would love to work for a AAA game development company, as I have collected many contacts and relationships in the industry over the years and gained experience playing AAA games early and contributing feedback and more.

I have a huge interest in community and social media management, as well as PR and relations. I also of course love to write, whether its technical writing through news reporting and blogging, or scriptwriting, which I do on YouTube under video production.

Work experience

Head Writer

Mar 2019 - Present

Top5Gaming

I write scripts for the YouTube channels Top5Gaming, T5G and Top5Central, which currently have a total of over 12 million subscribers.

Responsibilities include having an immense knowledge on Fortnite and other trendy games, which we cover as YouTube videos. I have to produce the videos by gathering information and turning it into an informational format, while also being able to keep it entertaining and relatable for Fortnite's audience. I also gather b-roll footage for videos, have to write scripts that maintain a length average watch-time, and we often spend days on a single video trying to keep it as high quality as possible while also being as informational and reputable as we can. We are a key channel in the Fortnite community, and one of the most viewed Fortnite channels on YouTube at the moment.

Recently, Top5Gaming singlehandedly reached 1.5 billion total channel views and racks in over 60 million views a month. I run their social media accounts which have gained over 45,000 followers and 10 million impressions since I took over.

A second channel, T5G 2, was launched in October 2020 and reached 100,000 subscribers in just under a week, with its first ever video hitting 1 million views on the same day.

Contributor - Games & Tech

Jan 2019 - 2021

Daily Star

I was a freelance writer for the UK tabloid newspaper and online news site Daily Star under the Gaming/Tech section.

In this role, I was on-call to review upcoming and released video games, both AAA and indie, as well as writing features. I interviewed multiple developers and key industry figures as part of this role, and was able to passionately I also wrote reviews on Technology and gadgets, keeping contact with companies like Samsung, Honor and Valve in order to review and give feedback on their products pre-release.

Games I was allowed to review pre-release include big-budget AAA titles such as Red Dead Redemption 2, Cyberpunk 2077, Microsoft Flight Simulator, Watch Dogs Legion, Star Wars Jedi Fallen Order, Call of Duty: Modern Warfare, Assassin's Creed III Remastered and more. I also have reviewed hardware like the NVIDIA RTX 2080Ti, the Samsung Galaxy S10+ and Galaxy Note 10 Plus. I have interviewed figures such as the CEO of Youtooz, the developers of Hytale, the team behind Train Simulator and more.

Editor at FortniteINTEL.com

Aug 2018 - Nov 2018

Dexerto

I was the Editor for FortniteINTEL.com before and shortly after it was acquired by the Dexerto network.

* Involves frequently researching, looking for and suggesting news topics, including features, rumors, news, and original content

* Consistent amount of articles per day, working with a quality team at Dexerto LTD

- * Using a wide variety of social media, including Twitter and Facebook, in order to maximise engagement
- * Bringing in millions of monthly active social media and website visitors
- * Moderating the comment sections, allowing for free and uncensored discussion while also minimising trolling
- * Working with teams at Dexerto, FortniteInsider, FNBR News, and more to quickly get out consistent news on time, sometimes before the developers end up announcing it

Head Editor

Dec 2017 - Present

RockstarINTEL

I am the Head Editor of RockstarINTEL.com, a Rockstar Games news source with over 300,000 followers in total on Twitter. I also help run their social media accounts, which have gathered considerably large followings and reputation due to their success. While I ran them, Rockstar Games themselves noticed my tweets and added me to their community VIP list as gratitude for helping spread word about Red Dead Redemption 2 prior to its release.

Upon converting their twitter into a website named RockstarINTEL, Strafe Media approached us in order to form a partnership to enter our site under the charlieINTEL brand. We then left the partnership after Strafe Media was acquired by Dexerto.

We are the largest Rockstar fan site in the community, and are reputable in the industry, having attended various gaming events to conduct interviews and news coverage.

Columnist

Aug 2020 - Dec 2020

NME

I was a columnist for NME in their gaming news section. I wrote features such as reviews, op-eds, guides, and more, including interviews with industry figures. Primarily, I wrote content about Call of Duty and Fortnite.

Staff Writer

Nov 2018 - Mar 2019

DualShockers

I was a full-time paid staff writer for DualShockers for 5 months, one of my strongest journalist jobs to date.

My duties included:

- * Involves frequently researching, looking for and suggesting news topics, including features, rumors, news, and original content
- * Working consistently on weekends and taking advantage of Google Trends
- * Curating content that is somewhat unrecognized elsewhere
- * Using a wide variety of social media, including Twitter and Facebook, in order to maximise engagement
- * Bringing in thousands of website visitors through my own following and taking advantage of SEO, Google News and looking at hot Trends
- * Consistently pitching, giving feedback upon and writing original features and articles alongside common news stories
- * Interviewing developers, teams, and people of interest to create original articles and news stories exclusive to the outlet
- * Playing and reviewing video games prior to release under an embargo set by the developer/publisher

Staff Writer

Mar 2018 - Apr 2018

GameRant

I wrote news articles for GameRant.com as per a job as Staff Writer, then departed due to school examinations. The position included researching for, finding and writing news articles for the site's large Western audience, and I gained skills such as community engagement, SEO, and developed contacts in the industry.

Freelance Games Writer

Mar 2019

Red Bull UK

I was a temporary freelance games writer for Red Bull UK's Games & Esports division - focusing mainly on Rainbow Six Siege content. I wrote guides relating to the latest operators, giving gameplay tips for pros and more.

Freelance News Reporter

Jun 2019 - Nov 2019

Dot Esports

I was a freelance news writer for Dot Esports, largely covering Battle Royale games (Fortnite, Apex Legends, PUBG), YouTube/creator news as well as other shooters such as Call of Duty and Rainbow Six Siege. My articles are still widely viewed to this day as meaningful guides, especially in Fortnite.

Education and Qualifications

UAL Level 3 Extended Diploma in Media Production (Film and TV)

Sep 2018 - Sep 2020

Wakefield College

References

References available on request.

Achievements

I created a game named Outlaw's Haven using Fortnite Creative mode, which currently has a verified Twitter account and 3,400 followers. Largely due to its success, my Fortnite creations currently have received over 7,000,000 unique players since it was released in April 2021, with 11.5 million lifetime plays. I have worked directly with Epic Games as a result, being part of their incubator programs and helping give feedback and insight into projects they are working on.

Skills

Copyediting	
Content strategy	
Blogging	
Technical writing	
Publishing	
PR	
Customer service	
Social media management	
Quality assurance	