

Benjamin Malone

bmalone23@outlook.com | (920)-367-3999 | www.benjaminmalone.com

EDUCATION

University of Wisconsin – Stout, Menomonie WI

Bachelor of Science in Game Design and Development: Computer Science, Minor in Mathematics

Expected Graduation: May 2017

GPA: 3.401

Chancellor's Award Recipient (2 semesters)

TECHNOLOGY & ACCOMPLISHMENTS

- Programming proficiency with C, C++, C#, Python, Java, JavaScript, HTML, and SQL.
 - Game engine proficiency with Unity, Unreal Engine 4, Hammer, and GUTS.
 - Worked with a team of six to launch an educational math game, *You Must Math*, at Stout Game Expo 2016. It was voted the *Best Advanced 2D Game* by the public.
-

PROFESSIONAL EXPERIENCE

GAME PROGRAMMER - University of Wisconsin – Stout · Menomonie, WI November 2015 - Present

Game programmer for Dave Beck, Program Director of Game Design and Development: Art Concentration, on his personal video game project Tombeaux. Game is being made in Unity and all programming is being done in C#. Current work includes:

- Implementing a brand new user interface and inventory system to improve user experience.
- Utilizing occlusion culling and other optimization techniques to increase performance and double the framerate.
- Creating an intuitive subtitle system and a visual shader for interactable objects.

LEAD INSTRUCTOR - ID Tech Camps · Cleveland, OH June 2016 – August 2016

Taught programming and game design to students from ages 13-17.

- Curriculum taught: FPS Game Design with Team Fortress 2 and Hammer, RPG Game Design with Torchlight II and GUTS, and FPS Game Design 2 with Unreal Engine 4.
- Served as a role model and guide for other instructors and helped build a strong team-based environment.
- Taught the basics of game design including level design, character design, AI behavior, and how to properly test and debug.
- Introduced concept and design documents, map blueprinting, and progression flowcharts and how to create them.

INSTRUCTOR - ID Tech Camps · Lake Forest, IL June 2015 – August 2015

- Curriculum Taught: Java Programming, Java Coding and Minecraft Modding (Intro and Advanced Course), and Mobile 3D Game Programming with Unity.
- Mastered the course curriculum and introduced the material in a fun and engaging manner.
- Created multiple mods for Minecraft and helped design and export multiple Unity games onto mobile phones.

STUDENT RESOURCE – Schreiber Foods, Inc. · Green Bay, WI May 2013 – August 2014

Worked with a team of artists in the Creative Services department.

- Uploaded & tagged over 10,000 images to the company wide database.
 - Created a user tutorial that was published on the front page of the company website.
 - Developed strong communication and organizational skills working in a professional team-based environment.
-

PROFESSIONAL MEMBERSHIPS & ACTIVITIES

- Volunteer Mentor for High School Capstone Game Design Project, Hawken High School, January 2017 – present.
- Member of International Game Developers Association (IGDA), Twin-Cities Chapter, January 2017 – present.
- Member of International Game Developers Association (IGDA), UW-Stout Chapter, 2013 – present.
- People's Organization of Network Gaming (PONG), UW-Stout Chapter, 2013 – present.