

# Benjamin Perry

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## Education

Worcester Polytechnic Institute (WPI) – Worcester, MA | GPA: 3.9

B.S. in Computer Science & Interactive Media & Game Development

Exp. May 2026

## Skills

**Programming:** C++, C#, C, Python, Java, Ruby, JavaScript, HTML/CSS, x86 Assembly

**Game Dev Tools:** Unity, Unreal, Custom Engine Development

**Software:** Adobe Suite, Canva, Microsoft 365, R, MatLab

**Certifications:** CPR & First Aid, Sonic Pi Software, Git & GitHub (Unity & SourceTree)

**Core Strengths:** Creative Problem-Solving, Team Collaboration, Storytelling, Human-Centered Design

## Experience

Research Intern – Harvard University & RedfishGroup

May 2025—Present

- Built a geospatial media tool integrating Google Maps & Street View
- Leveraged metadata for decentralized media sharing
- Applied computer vision, web development, and data modeling techniques

Lead Game Programmer – Wonderworks

June 2024—September 2025

- Lead programmer for a 2D JRPG in Unity/C#
- Designed combat systems and UI; refined gameplay mechanics
- Supported project management & mentored team members

Coding Instructor – CodeNinjas

May 2024—September 2025

- Taught programming, web development, and game design to students ages 6–14
- Designed and launched an “Advanced AI Academy” covering Python and ML
- Mentored students in building their own software projects

## Projects

HerdWatch

Oct 2024

- Flask & React predictive model app forecasting crowd levels
- Uses the k-neighbors algorithm with data to display a graph & a GIF to the user to present the crowd level

Geocamera

May 2025—Present

- Uses Google Maps API & YouTube I-Frame API & Tabulator
- Geospatial multimedia calibration tool reconstructing structure-to-structure ignitions from wildfires

RPG Template

December 2023

- Custom menus created for each necessary aspect of the game
- Dragon Quest inspired system with combat, quest, dialogue, scene transition, camera, game manager, inventory, saving, audio, and shop systems (among others)

ASKMII Engine

Oct 2024

- Custom ASCII game engine in C++/SFML
- Documentation: [dragonfly.wpi.edu/include/index.html](https://dragonfly.wpi.edu/include/index.html), with custom additions as exceptions
- Created custom games that can be played by the engine