Benjamin Fickes

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PROFESSIONAL EXPERIENCE

Gameplay Programmer, **Hi-Rez Studios (Rogue Company Elite)**, Alpharetta, GA   Nov 2022-Present
- Unreleased mobile multiplayer tactical shooter built in UE4/C++
- Configurable UMG + Data Table system for groupings and overrides of weapon and mod stat bars
- Created Python + Bash script to continuously run matches and detect unexpected crashes

Gameplay Programmer, **Hi-Rez Studios (Paladins)**, Alpharetta, GA   July 2022-Oct 2022
Associate Gameplay Programmer, **Hi-Rez Studios (Paladins)**, Alpharetta, GA   July 2020-July 2022
- Coded (UE3/C++) 4 playable characters for multiplayer, crossplatform, 3D hero-shooter game
- Implemented 12 new abilities utilizing custom hit detection, client-server networking, and HUD elements
- Developed rotating quest system: data hierarchy, timed unlocks, challenge tracking, configurable rewards
- Wrote and documented SQL script for quest automation, minimizing design configuration errors
- Restructured audio bank packages to decrease character audio load by up to ~60%
- Fixed bugs including: aim assist exploit, infinite controller rumble, console-specific crashes

Software Engineering Co-op, **Demiurge Studios (SEGA Heroes)**, Cambridge, MA   May 2019-August 2019
- Coded (C#/C++) functionality for 10 new JSON-configurable characters in mobile Match-3 RPG game
- Created server tool (Go) to allow customer service to modify currency in player save file

Software Engineering Co-op, **Pivotal**, New York, NY   July 2018-December 2018
- Enhanced and maintained Cloud Foundry buildpacks written in Go, Ruby, and Bash
- Automated and debugged testing pipelines, ensuring quality of new and existing features

Com Excellence Dashboard Intern, **Glacier Garlock Bearings**, Thorofare, NJ   June 2017-August 2017
- Developed interactive charts to show sales statistics

PROJECTS

Nekromanteia   September 2019-April 2020
- 2D Unity stealth game – with necromancy! – utilizing custom C# scripts
- Customizable patrols and actions that allow designers to craft enemy behaviors

Diet Clash   March 2020-April 2020
- Android app, written in Java, for tracking user eating habits via SQLite tables

HuskyMalloc   March 2019
- C memory allocator that tracks free and used memory
- Divides memory pages into memory buckets and tracks leftover partial buckets

COMPUTER KNOWLEDGE

Programming Languages: **Proficient in**: C++, SQL, C#, Unrealscript
                                Familiar with: Java, Python, Bash
Software: Unreal Engine, Unity, Git, Perforce, JIRA, Visual Studio, Vim

EDUCATION

Northeastern University, Boston, MA   September 2016-May 2020
College of Computer and Information Science
Bachelor of Science in Computer Science and Game Development
Honors: GPA 3.95/4.0, University Scholars Program, Dean's List (all semesters)