Benjamin Fickes

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Personal Site: https://benfickes.dev

EDUCATION

Northeastern University, Boston, MA September 2016-May 2020
College of Computer and Information Science
Candidate for a Bachelor of Science in Computer Science and Game Development
Honors: GPA 3.95/4.0, University Scholars Program, Dean's List (all semesters)
Relevant Courses: Computer Systems, Computer Graphics, Networks & Distributed Systems, Mobile App Development, Building Game Engines, Game AI, Algorithms & Data, Programming in C++
Activities: Intervarsity Multiethnic Christian Fellowship (Group Leader), St. Stephen's Afterschool Volunteer, Open Table College Ministry

COMPUTER KNOWLEDGE

Programming Languages: **Proficient in**: Python, C++, C#, Go, Java
Familiar with: Bash, HTML, CSS, JavaScript, SQL
Operating Systems: Windows, Linux, Mac OS X
Software: Git, Perforce, JIRA, Unity, Jet Brains Suite, Visual Studio, Vim

PROFESSIONAL EXPERIENCE

Software Engineering Co-op, **Demiurge Studios**, Boston, MA May 2019-August 2019

- Created extensible server tool to allow customer service to modify currency in player save file
- Implemented features across tech stack, from C++/C# game code to Go and SQL server code
- Fixed bugs and implemented new features in SEGA Heroes, including ten new characters
- Coordinated work and task priority with artists and designers for new character implementations

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
- Developed prototype V3 buildpacks capable of producing OCI compliant images
- Responded to community issues through Github and Slack

Com Excellence Dashboard Intern**, Glacier Garlock Bearings**, Thorofare, NJ June 2017-August 2017

- Developed interactive QlikView charts to show sales statistics
- Communicated with international team, including weekly video calls, to gather requirements

PROJECTS

Nekromanteia September 2019-Present

- 2D Unity stealth game – with necromancy! – utilizing custom C# scripts
- Customizable patrols and actions that allow designers to craft enemy behaviors
- Procedural lighting generated from enemies' flashlights indicating whether they can see you
- Interaction prompted with enemies and environment, cataloged in updating journal

HuskyMalloc March 2019

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

Visual Novel Library January 2019-April 2019

- Collaborative C++ project utilizing SDL to draw configurable scenes
- Allows json customizable characters, music, dialog, and background based on player choices
- Isolated library that can be integrated into any other project

INTERESTS: Ran in 2017 Boston Marathon, compete in triathlons, write fantasy/science fiction