

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

Bachelor of Science in Computer Science and Game Development

Honors: GPA 3.95/4.0, University Scholars Program, Dean's List (all semesters)

COMPUTER KNOWLEDGE

Programming Languages: **Proficient in:** C++, C#, Java, Unrealscript

Familiar with: SQL, Python, Bash

Operating Systems: Windows, Linux

Software: Unreal Engine, Unity, Git, Perforce, JIRA, Visual Studio, Vim

PROFESSIONAL EXPERIENCE

Associate Software Engineer, **Hi-Rez Studios**, Alpharetta, GA July 2020 – Present

- Developed quest system (Trials of the Realm): nested data hierarchy, timed unlocks, challenge tracking
- Developed and documented SQL script to automate Trials configuration to reduce errors and save time
- Constant iteration of new characters Vatu and Azaan, centered around MVPs for playtesting and pivots
- New tech for two-tap charging ability (to accommodate gamepad)
- Client authoritative teleport attack, with server validation
- Multi-wall attack, centered around a configurable focal point
- Fixed bugs including: aim assist exploit, infinite rumble, using unreleased characters

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
- 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-April 2020

- 2D Unity stealth game – with necromancy! – utilizing custom C# scripts
- Customizable patrols and actions that allow designers to craft enemy behaviors
- Manage animation states (including cardinality) and transitions for player and variety of enemies

Diet Clash March 2020-April 2020

- Android app, written in Java, for tracking user eating habits via SQLite tables
- Displays list of nearby grocery stores using Google Places API

HuskyMalloc March 2019

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

INTERESTS: Dungeons and Dragons, running, writing