

# Benjamin Fickes

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<https://benfickes.dev>

## PROFESSIONAL EXPERIENCE

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- Gameplay Engineer, **Wonderstorm (Project Arcanum)**, Los Angeles, CA Mar 2023-Present
- Unreleased cooperative multiplayer game built in UE4/C++
  - Created animation notify state for target focusing, adopted by design for enemy behavior customization
  - Augmented Tasks from Gameplay Ability System plugin to allow design to configure distance/time lerps
  - Made additional design-configurable lerp improvements, such as offset collision and navmesh restriction
- 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
  - 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
- Software Engineering Co-op, **Pivotal**, New York, NY July 2018-December 2018
- Enhanced and maintained Cloud Foundry buildpacks and associated testing pipelines
- Com Excellence Dashboard Intern, **Glacier Garlock Bearings**, Thorofare, NJ June 2017-August 2017
- Developed interactive charts to show sales statistics

## PROJECTS

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- Nekromanteia** September 2019-April 2020
- 2D Unity stealth game; created designer-customizable enemy patrols and actions
- Diet Clash** March 2020-April 2020
- Android app, written in Java, for tracking user eating habits via SQLite tables

## COMPUTER KNOWLEDGE

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Programming Languages: **Proficient:** C++, SQL, C#, Unrealscript **Familiar:** Java, Python, Bash  
Software: Unreal Engine 4, UE3, Visual Studio, Unity, Git, Perforce, Jira, Vim

## EDUCATION

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**Northeastern University**, Boston, MA September 2016-May 2020  
Bachelor of Science in Computer Science and Game Development