# Benjamin Cooney

## Projects

### A Day in the Life of David Wessman

This two player fighting game was made using C# scripting in the Unity engine. I programmed the main game loop and components, as well as camera movement, and UI. I contributed 2D art assets using Adobe Illustrator, and animated all player actions. This game was published to [Kongregate](Kongregate).

### A Super TErrific Revamp Of Iconic Dodging: 3D (A.S.TE.R.O.I.D)

This reboot of the classic Asteroid game was built with C# in the Unity engine. My contributes included the core game loop, object spawning, simple AI, particle effects, and UI. Aside from the main ship, I 3D modelled and textured all other assets. This game was published to [Kongregate](Kongregate).

### Chango Uncaged

This 2D stealth-puzzle game follows one brave monkey's attempt to escape a zoo, and was created using JavaScript within HTML5, and the Impact++ engine. I programmed the core game mechanics, camera and light control, and basic AI -- all of which are used to form a light based stealth/tracking system. I also designed many of the levels to incorporate said stealth system.

### Dairy Decimation

This 2D side-scrolling tower defense game, created in Game Maker 8, features the player as a spoon trying to defend a bowl of cereal from an onslaught of sour milk. I programmed the core game loop, wave spawning, weapon interaction and abilities, and AI.

## Education

University of California, Santa Cruz
Bachelors of Science in Computer Science: Computer Game Design, expected June 2015

## Languages

C++, C, Java, JavaScript, C#, HTML, Python

## Technologies

Visual Studio, Git, Blender, Adobe Illustrator, Adobe Photoshop, SourceTree

## Platforms

Unreal, Unity, GameMaker, HTML5/Canvas, Impact++

## Contact

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