

# Benjamin Cooney

## **Projects** **Distance**

This two player, rhetorically focused, action adventure game is being developed in Unreal Engine 4, and written in C++. I am the lead systems designer, laying the groundwork for features such as items and inventory, boss encounters, networked play, and even [website](#) design. I have also played a large part in the overall design of the game, especially concerning ways of producing emergent gameplay.

## **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](#).

## **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 this stealth system.

## **Dairy Decimation**

This 2D side-scrolling 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 4, Unity, GameMaker,  
HTML5/Canvas, Impact++

## **Contact**

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