

BEN CONNICK

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OBJECTIVE

Third year Game Design and Development student seeking a game design internship where I can be part of a team that is working to create transformative interactive experiences.

WORK EXPERIENCE

Unity Prototype Developer,

Infinity Algorithms; San Francisco, CA Summer 2015

Created playable prototypes to demonstrate value to investors interested in pioneering new safe communication networks. Scripted game behaviors, managed and adapted 3d models, sound, video, image, and text assets. Incorporated user feedback into design.

Web Application Development Intern,

eMoney Advisor; Conshohocken, PA Summer 2014

Created an interactive educational tool for advisors and advisor-clients. Brought interactive media perspective to product brainstorming meetings.

EDUCATION

Rochester Institute of Technology — Bachelor of Science, Game Design and Development,
Expected Graduation 2017 GPA 4.0/4.0

Noteworthy Classes

Data Structures and Algorithms for Games and Simulations II, Game Development and Algorithmic Problem Solving II, Mathematics of Graphical Simulation, Game Design and Development II

HONORS

RIT Dean's List – 2013-Present, Presidential Scholarship Award – 2013-Present

SKILLS

Mechanics Design, Level Design, Playtesting and Assessment, C#, C++, JavaScript HTML5, Unity 3D, Photoshop, Github, XNA

INTERESTS

Game Jam 2016. Crash Test Games. Pottery. Pathfinder. Snowboarding.