Ben Connick

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OBJECTIVE

Fourth 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 experiences.

EXPERIENCE

Unreal Engine Blueprints Programmer

Children Among Giants; Rochester, NY   Summer 2016

Created a vertical slice demo for *Whisper of A Lullaby*. Used Blueprints Visual Scripting System to create gameplay and event logic. Financed by MAGIC: Center for Media, Arts, Games, Interaction and Creativity.

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 3.9/4.0

Noteworthy classes: Data Structures and Algorithms for Games and Simulations I and II, Game Development and Algorithmic Problem solving I and II, Mathematics of Graphical Simulation, Game Design

HONORS

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

SKILLS

Level Design, Mechanics Design, Playtesting and Quality Assurance, Git, C#, C++, JavaScript, HTML5, Unity 3D, Unreal Engine Blueprints, Photoshop, XNA