

# Ben Connick

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## Profile

Recently graduated gameplay programmer excited to help build transformative experiences.

## Experience

### UNITY DEVELOPMENT INTERN, GENIUS PLAZA; CLIFTON PARK, NY — SUMMER 2017

- Created and published 2 educational games for Android and iOS phones.
- Lead a team of 2 intern developers and 2 artists.
- Created a mobile VR game for Android and iOS.

### 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.

### JAVASCRIPT DEVELOPER, ROCHESTER INSTITUTE OF TECHNOLOGY; ROCHESTER, NY – APRIL-MAY 2016

- Worked on IPAR, an educational detective game for teaching digital forensics students at MCC.
- Converted the existing C# WPF game to a JavaScript-based browser game with improved functionality.

### 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, May 2017  
Summa Cum Laude (GPA 3.9)

Noteworthy classes: Rich Media Web Apps, Real-Time Interactive Media (websockets), Data Structures and Algorithms for Games and Simulations II, Foundations of Game Graphics, Game Design and Prototyping II

## Honors

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

## Skills

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

## Portfolio

[expmaker.com](http://expmaker.com)