

Ben Gelinas

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SUMMARY OF QUALIFICATIONS

- **Software Developer with experience in team-oriented software development**
- Lead Programmer for a 10 person studio that expanded upon an existing codebase for Merge Monastery, a mobile game
- Built custom data logging and performance checking systems for a research project on latency in online multiplayer games
- Bachelor of Science in Computer Science and Interactive Media & Game Development, Worcester Polytechnic Institute

LANGUAGES, FRAMEWORKS, AND SKILLS

C / C++	Python	Git/GitHub	Teamwork
C#	React	Agile Development	Effective Communication
Java	Node.js	Visual Studio	Document and File Organization
JavaScript	Unity	Microsoft Office Suite	

EXPERIENCE

Student Assistant | Worcester Polytechnic Institute

January 2024 - March 2024

- Held office hours for IMGD 3000: Technical Game Development I where students could ask questions about course projects
- Class focused on game engine development using C++
- Assisted in grading quiz questions
- Monitored the class Discord Server and answered student questions there

Intern, Lead Programmer | MassDiGi

September 2023 - January 2024

- Lead Programmer on the Merge Monastery team for MassDiGi's Fall 2023 iteration of the digiStudio internship program.
- Implemented new features to an existing game, including a new UI layout, new UI popup controls, and themed content updates
- Integrated new assets into the game engine
- Improved upon legacy codebase and fixed bugs involving core gameplay mechanics, UI popups, and save data
- Reorganized project files and created a naming scheme for assets
- Created builds for fall and winter themed updates and published them to the Apple and Google Play Stores

PROJECTS

Programmer & Data Analyst | *Color Clash*

September 2023 - April 2024

- Worked on a team of 4 developers to research the effects of a modification to a latency compensation technique, Time Delay
- Built a 3D multiplayer first-person shooter game, *Color Clash*, to create and test our modification
- Built an automatic data logging system to collect in game data from volunteer users
- Analyzed data using Python's Pandas and Matplotlib libraries to draw conclusions about the effectiveness of our modification

Gameplay & Website Programmer | *The Great Escape*

March 2023 - May 2023

- Worked on a team of 4 programmers and 2 artists to create a stealth mission game in Unreal Engine
- Created core gameplay mechanics such as picking up objects and a dialogue / hint system
- Integrated assets into the engine
- Implemented features based on user feedback from an alpha playtesting session
- Built a simple single page website using React to host information about the game

Programmer | *2D Game Engine*

January 2023 - March 2023

- Built a 2D game engine from the ground up using C++ and Visual Studio
- Provides a framework necessary to build 2D games
- Supports audio and ASCII art graphics using the SFML library
- Based on Mark Claypool of WPI's game engine, *Dragonfly*

EDUCATION

Worcester Polytechnic Institute

Worcester, Massachusetts

Double Major: Computer Science and
Interactive Media & Game Development

August 2020 - May 2024