

Ben Gelinas

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Portfolio: portfolio-new-ochre.vercel.app

SUMMARY OF QUALIFICATIONS

- **Software Developer with experience in game design and web development**
- Lead Programmer for a 10 person studio that expanded upon an existing codebase for Merge Monastery, a mobile merge game
- Developed a 3D shooter game and analyzed volunteer data to research effectiveness of a latency compensation technique
- Bachelor of Science in Computer Science and Interactive Media & Game Development, Worcester Polytechnic Institute

LANGUAGES, FRAMEWORKS, TOOLS, AND SKILLS

C / C++	Python	Git/Github	Teamwork
C#	React	Jira	Effective Communication
Java	Unity	Visual Studio	Document and File Organization
JavaScript	Unreal Engine	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
- Assisted in grading quiz questions
- Monitored the class Discord Server and answered student questions there

Lead Programmer | MassDiGi

September 2023 - January 2024

- Lead Programmer on the Merge Monastery team for MassDiGi's Fall 2023 iteration of digiStudio
- Implemented new features to an existing game, including a new UI layout and rebalancing shop prices and seed spawning chances
- Integrated new 2D and 3D artwork
- Improved upon legacy codebase and fixed bugs involving merging, UI popups, and save data
- Reorganized project files and created a naming scheme for art 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 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 art assets into the engine
- Implemented features based on user feedback from an alpha playtesting session
- Built a simple website 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