

Benjamin Rowan

Game Programmer | Software Engineer

MY PROFILE

I am a recent graduate in computer science and current game developer, currently seeking an entry level position in software engineering and development. I have experience working in teams as well as individually to create applications that utilize a diverse set of algorithm designs to achieve desired outcomes and artistic goals. Poised and committed in listening carefully to critiques and requests, as well as incorporating feedback to boost project outcome.

PROFESSIONAL EXPERIENCE

Game Developer

May 2024 - May 2025

University of Wisconsin - Stout Instructional Design, Menomonie, WI

Responsible for the ideation and creation of game projects upon request of professors from The University of Wisconsin - Stout. Working with a team of individuals to create experiences that enhance student's engagement and learning experiences. Have participated in two professor requested projects and contributed to their continued development.

Projects

Dread Not | Two Player Co-Op Survival Puzzle Game

September 2024-Present | Technical Director

UW - Stout Game Design Program

- Responsible for the creation and designation of tasks
- Designed and Implemented several networked game features
- Utilized engine features to maximize efficiency and optimization
- Responsible for QA testing configuration and bug reporting/fixing
- Created and designed team programming standards to maximize efficiency

Atom's Embrace | Narrative Walking Simulator

January 2024 - February 2025 | Game Director

UW - Stout Game Design Program

- Responsible for managing a team of developers to maintain project goals
- Designed and Implemented algorithms that enhance user experience
- Experimented with accessibility features to broaden user experience
- Designed and implemented systems to power an audio log dialogue system
- Lead and facilitated creative decisions with a team of developers

Relevant Coursework

- Three Dimensional Calculus
- Linear Algebra
- Computer Graphics
- Shader Programming
- Video Game Design & Development I-IV
- Operating Systems
- Algorithm Design
- Computer Architecture
- Web Design and Development

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EDUCATION

2021-2025

B.S Computer Science - 3.601

Minor in Mathematics

University Of Wisconsin - Stout

PRO SKILLS

Unreal Engine

Agile Development

Quality Assurance

Team Management Experience

Games Programming

Shader Programming

Computer Graphics

Software Engineering

Languages

C++ | C#

Proficiency: 5/5

HTML | CSS

Proficiency: 5/5

Python

Proficiency: 4/5

JavaScript

Proficiency: 3/5

GDScript

Proficiency: 3/5

GLSL | HLSL

Proficiency: 3/5

Java

Proficiency: 3/5