Benjamin Rowan
Software Engineer — Game Programmer

MY PROFILE

- Recent graduate in computer science and current game developer, seeking an entry level position in software engineering and development. Experience working in teams and individually to create applications utilizing diverse algorithm designs. Committed to listening carefully to critiques and requests, and incorporating feedback to boost project outcome.

PROFESSIONAL EXPERIENCE

Junior Software Engineer — August 2025 - Current
Nagios Enterprises, St.Paul MN
- Tasked with developing full-stack solutions for open source products
- Worked with a team of individuals to develop and maintain enterprise level IT Solutions
- Full stack development practices with web apps / systems monitoring

Software Engineer Intern — 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
- Worked with a team to create experiences that enhance student's engagement and learning experiences
- Designed and maintained a full-stack environment hosted by AWS for university access

PROJECTS

Dread Not — Two Player Co-Op Survival Puzzle Game — September 2024-Present
Technical Director, UW - Stout Game Design Program
- Responsible for managing and maintaining an Agile work environment
- Designed and implemented several networked game features
- Use of engine features to maximize efficiency and optimization
- Responsible for quality assurance coordination, bug reporting initiative
- Design and engineered game-play systems and tools for development

Atom's Embrace — Narrative Walking Simulator — January 2024 - February 2025
Game Director, UW - Stout Game Design Program
- Responsible for managing and maintaining an Agile work environment
- Designed and implemented algorithms that power game-play systems
- Experimented with accessibility features to broaden user access
- Designed and implemented systems to power an audio log dialogue system
- Lead and facilitated creative decisions with a team of developers

RELEVANT COURSEWORK

- **Mathematics:** Three Dimensional Calculus, Linear Algebra
- **Computer Science:** Computer Graphics, Shader Programming, Video Game Design & Development I-IV
- **Software Engineering:** Operating Systems, Algorithm Design, Computer Architecture, Web Design and Development

CONTACT

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- **LinkedIn:** Benjamin Rowan

EDUCATION

- **2021-2025**
  B.S Computer Science - 3.601
  Minor in Mathematics
  University Of Wisconsin - Stout

PRO SKILLS

- Low Level Programming
- Agile Development
- Quality Assurance
- Team Management Experience
- Games Programming
- Shader Programming
- Computer Graphics Programming
- Full Stack Development

LANGUAGES

- **C++ — C#**
- **HTML — CSS**
- **Python**
- **JavaScript**
- **GDScript**
- **GLSL — HLSL**
- **Java**
- **Rust**