BENJAMIN CHAVES

✉ benchaves8@gmail.com

📞 703-344-4856

📁 Portfolio

SKILLS

Analytical Thinking

Problem Solving

Troubleshooting

Creative Thinking

Organization

Strong Work Ethic

Reliability

TECHNICAL QUALIFICATIONS

Python, Java, JavaScript, C#, C++, HTML, XML, Batch, Lua, VBS, Google Apps Script, Microsoft PowerShell

Adobe Suite

Unity and Unreal Engine

3Ds Max, Maya, Blender, and other 3D design software

Microsoft Office Suite

AutoCAD

Certified for DaVinci Resolve Fusion FX

Hardware and test bench fabrication

ABOUT ME

I am an ambitious student with knowledge and experience in computer science, electrical and mechanical engineering, digital art, and animation pursuing a degree in Game Design. With a demonstrated ability to break down technical problems to develop effective solutions, I am adaptable and driven with strong work ethic and ability to thrive in team-based or individually motivated settings. I aim to become a Technical Artist in the field of game design.

EDUCATION

George Mason University – BFA Video Game Design & Production (expected graduation May 2025)
Awards and Honors:

- Dean's List (from August 2021 – present)

Extracurricular Activities:

- FOTO (Friends Of The Observatory) Club (President)
- FAS (Film Appreciation Society) (Founder)
- Aerospace Engineering Club (President)
- Geology Club

Advanced Diploma from South County High School - June 2021
Awards and Honors:

- Boy Scout Order of the Arrow

WORK EXPERIENCE

Writing Consultant – George Mason University
February 2023 – Present
- Provides support and teaching to writers across various disciplines.

Study Abroad – Archaeological Field School, Italy
May – July 2022 (Invited back for summer 2023)
- Researched and developed techniques and procedures for the use of new 3D scanners and scanned artifacts and dig sites
- Created 3D scanner instruction manuals
- Created and maintained a catalog system for 3D scans of artifacts
- Worked in a lab environment to document and catalog artifacts

Officer – HackOverFlow
December 2021 – Present
- Part of the founding team for HackOverFlow's first annual hackathon
- Creates animations and art assets for the marketing of HackOverFlow
- Provides code for HackOverFlow's website
- Helps to provide logistics and management for the event by handling deliveries and manning resource tables

Technology Assistant – Fairfax County Public Schools
June 2019 – October 2022
- Worked closely with team members to transition South County High School to "one-to-one", providing each student with a personal computer
- Identified, addressed and either resolved or escalated project issues
- Demonstrated self-reliance by meeting and exceeding workflow needs
- Handled all delegated tasks, including managing over 2,000 laptops for student use and removing outdated hardware

PERSONAL EXPERIENCE

- Tested pre-release closed beta video games for Ubisoft and several other studios; has experience testing games under NDA
- Critiques games as a Steam Curator, leaves reviews and communicates with developers
- Released Time S H I F T, a first-person speed running game where you can slow down time
- Maintains popular mods for Factorio and BeamNG.drive
- Presented a research proposal about video game microtransactions at an Honors College Poster Presentation event
- Designed artwork that was selected for display in Lorton Workhouse art show