

Henry Bennett

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Education

Champlain College - Burlington, VT

Graduation May 2025

Bachelor of Science in Game Programming

Achieved Dean's List during time abroad in Montreal

Skills

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|--------|-------------------|--------------------|
| • C++ | • Jira/Confluence | • Unity and Unreal |
| • Java | • 3D math skills | • Git |
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Work Experience

BenefitScape- Natick, Massachusetts

May 2023 - August 2023

Data Analyst

- Learned new Data Analytics Tools(FME) quickly and effectively
- Used the software to gain a thorough understanding of the data I was given and output it in a new format for higher level data analysis software
- Received feedback on flaws and rectified them promptly and accurately

Ledgewood Bay Assisted Living - Milford, New Hampshire

May 2022 - January 2023

Food Server and Dishwasher

- Worked quickly and effectively as a team to serve meals to seniors
- Filled in jobs, and learned new skills on the fly to increase functionality
- Learned to apply elder care and customer service skills in a challenging fast paced environment

Silver Lining Circus Camp - Amherst, NH

July 2016 - July 2022

Camp Counselor (Seasonal)

- Collaborated with other counselors to design fun learning activities for campers
 - Taught campers circus skills such as juggling, unicycling, and tightrope walking to increase campers' self-reliance, confidence, and dexterity
 - Managed camp activities and hosted training sessions for campers while maintaining a safe learning environment
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Relevant Coursework

Game Studio Capstone

September 2024 - May 2025

- United with many game majors in multidisciplinary teams to rapidly conceptualize, plan and prototype a variety of 3D game prototypes
- Learn collaborative skills in communication, agile project management techniques, and version control
- Practice pitching game projects to a variety of audience members to gather feedback

Game Architecture

January 2023 - May 2023

- Demonstrated expertise in game architecture and design, optimizing game performance through in-depth exploration of topics such as game state representation and subsystems
- Interact with, create, and maintained large bases of code to complete complex tasks
- Utilize skills in game design and planning to take a game from concept to early development

Lots of projects I don't have room to talk about here including work in graphics, physics, ai and more!