

# Henry Bennett

Amherst, NH | (603) 732-8274

<https://henry1432.github.io/-Henry1432.github.io/> | [henry.bennett@mymail.champlain.edu](mailto:henry.bennett@mymail.champlain.edu) | [linkedin.com/in/real-henry-bennett](https://www.linkedin.com/in/real-henry-bennett)

---

## Education

**Champlain College** - Burlington, VT

Graduation May 2025

*Bachelor of Science in Game Programming*

Achieved Dean's List during time abroad in Montreal

---

## Skills

- Working in Teams
  - Tech Expert
  - Group Communication
  - 3D math skills
  - Teaching
  - Data Management
- 

## 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
- 

## Relevant Experience

**Game Studio Capstone**

September 2024 - May 2025

- United with many majors in multidisciplinary teams to rapidly communicate; conceptualize, plan and prototype a variety of products
- Applied skills in communication, collaboration, agile project management techniques, and version control
- Practiced pitching projects to a variety of audience members to gather feedback

**National Game Developers Conference in San Francisco**

April 2025

- Networked from 9 - 5 for a week with potential team members, mentors, speakers, investors, and more
- Learned about different techniques in a variety of areas ranging from communication and team optimization, to mass data management strategies, effectively pitching products to potential clients and more!
- Helped students hone their presentation skills through effective feedback and critique

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