

IZZY BENAVENTE

GAME DEVELOPER

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PROFESSIONAL EXPERIENCE

Infinity Ward

UI Software Engineer Intern

Woodland Hills, CA

Summer 2016

Call of Duty: Infinite Warfare

- Developed and iterated on menus and widgets for equipment, rewards, lobbies, and more in Campaign, Multiplayer, and Zombies modes using C++ and Lua
- Collaborated with designers to create and polish in-game HUD elements
- Provided support for UI across the game to meet ship-quality standards

Call of Duty: Infinite Warfare

Summer 2015

- Developed features for a tool optimizing the workflow of the UI pipeline in C#
- Maintained UI tool, fixed bugs and improved features based on team feedback
- Implemented UI components for in-game HUD and menus using Lua and C++

Slickdeals

Web Development Intern

Las Vegas, NV

Summer 2014

- Developed a price tracker that alerts users when a price drops on tracked items
- Converted comprehensive layouts from designers into HTML/CSS webpages
- Integrated features for new pages using PHP, SQL, Javascript, and jQuery

MAJOR PROJECTS

Skyshot (UE4 Networked Game)

SkyshotGame.com

Lead Producer & UI Engineer

Jan 2016 - May 2017

- Managed team of 20 developers to produce a multiplayer, sports game
- Collaborated with artists to create a unified game logo, brand, and aesthetic
- Designed and implemented menus, lobby interactions while leading the overall UI direction for HUD and menus

Psychic (Unity Game)

Psychic-Game.com

Lead Engineer

Aug 2015 - May 2016

- Responsible for weekly stable build and advising technical design decisions
- Created choice controller and adaptive dialogue system based on past choices
- Developed flexible input system for usability on PC, AppleTV, FireTV, and Android

Archipelago (Unity Game)

[Github.com/Mitsukizzy/Archipelago](https://github.com/Mitsukizzy/Archipelago)

Engineer & Designer

Aug 2015 - Dec 2015

- Designed and implemented interactions for UI, day cycle, journal, and campfires
- Implemented all audio and coordinated with composer to guide audio direction
- Conducted playtests throughout development and implemented metric tracking

ElemenTerra (VR Unity Game)

ElemenTerraVR.com

Gameplay Engineer

Aug 2014 - May 2015

- Programmed radial gravity and flight mechanics using Unity with C# scripting
- Developed an intuitive movement system using the Oculus Rift and Razer Hydra
- Implemented an environment growth system for planting on any surface

EDUCATION

University of Southern California

B.S. in Computer Science (Games)

Specialization in Cyber Security

Graduated Cum Laude, GPA: 3.5

May 2017

SKILLSET

Languages

C++	C#	Java
Lua	HTML5	CSS3
PHP	JavaScript	

Platforms

Windows	Kali Linux
Unix	Android

Tools & Software

Unity 2D/3D	Unreal Engine 4
Git	Visual Studio
Perforce	SourceTree
Photoshop	Premiere
Excel	InDesign

ACTIVITIES

USC Association for Computing Machinery

Vice President	2015-2016
Membership Chair	2014-2015

USC Women in Computing

Member	2014-2016
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USC Dragon Boat

Team Member	2013-2015
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