Izzy Benavente

Game Developer

izzybenavente@gmail.com

(702) 427-5113

PROGRAMMING LANGUAGES

C#, C++, Lua, Java, HTML5, CSS3, PHP, SQL, Python, GML

GAME ENGINES

Unity 5, Unreal Engine 4, Game Maker Studio

FRAMEWORKS & LIBRARIES

Foundation, jQuery, Bootstrap, PureCSS

TOOLS & PLATFORMS

Git, Perforce, SourceTree, Cygwin, Visual Studio, Maya, Brackets, Photoshop, Premiere, Sony Vegas

FULL PORTFOLIO

izzybenavente.me

LINKEDIN

linkedin.com/in/izzyb

GITHUB

github.com/mitsukizzy

HACKATHON PROJECTS

izzybenavente.me/#hackathons

// EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA | Los Angeles, CA

- Pursuing B.S. in Computer Science (Games) — GPA: 3.6
- Minor: Applied Computer Security — Graduating May 2017

// PROFESSIONAL EXPERIENCE

INFINITY WARD | Woodland Hills, CA — May 2016 – August 2016

UI Software Engineer Intern for 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**
- Provided support for UI elements across the game to meet ship-quality standards
- Collaborated with designers to create and polish in-game HUD elements

INFINITY WARD | Woodland Hills, CA — May 2015 – August 2015

UI Software Engineer Intern for Call of Duty: Infinite Warfare

- Developed new features for a tool optimizing the workflow of the UI pipeline in **C#**
- Maintained the tool, fixing bugs and improving features based on team feedback
- Implemented new UI components for in-game HUD and menus using **Lua** and **C++**
- Drafted and iterated on a design document for a Campaign mode menu

SLICKDEALS.NET | Las Vegas, NV — May 2014 – August 2014

Web Development Intern

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

// MAJOR PROJECTS

ELEMENTERRA (Gameplay Engineer) | elementerravr.com

An experiential, world-building game using the Oculus Rift and Sixense STEM

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

ARCHIPELAGO (Co-Creator) | github.com/Mitsukizzy/Archipelago

A survival-adventure game about a young girl who must escape a secluded island

- Programmed the day/night system, journal, and campfire interactions in **Unity**
- Designed and implemented the UI and menu flow of the game
- Implemented music and sound effects with tracks fading with time of day

PSYCHIC (Lead Engineer)

A narrative-driven, Telltale style game about a psychic detective in a noir setting

- Responsible for delegating programming tasks and keeping the build stable
- Participated in weekly leads meetings and advised on technical design decision
- Programmed core gameplay features in **Unity** and ensured usability for the **Fire TV**

// EXTRACURRICULARS

USC ACM (Current Vice President, former Membership Chair) | uscacm.org

The academic and professional organization for Computer Science students at USC

- Mentored freshmen biweekly about CS, school, activities, and interviews
- Organized ACM Mobile Hackathon encouraging students to make mobile apps
- Met weekly with executive board to plan events for members and the community