

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

#### Call of Duty: Infinite Warfare

Summer 2015

- 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

Web Development Intern

Las Vegas, NV

Summer 2014

- 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

### Skyshot

Lead Producer

[SkyshotGame.com](http://SkyshotGame.com)

Jan 2016 - Present

- Manage development team of 20 to produce a networked, multiplayer game in **UE4**
- Create and maintain project schedule using a modified **Agile** system
- Meet and liaise with each discipline lead weekly to assign tasks to each individual
- Worked closely with concept artists to create game logo, brand, and aesthetic

### ElementTerra

Gameplay Engineer

[ElementTerraVR.com](http://ElementTerraVR.com)

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

### Psychic

Lead Engineer

Aug 2015 - May 2016

- Responsible for delegating tasks, weekly stable build, and 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

Engineer & Designer

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

Aug 2015 - Dec 2015

- Programmed day cycle, journal system, and campfire interactions in **Unity C#**
- Designed and implemented the UI and menu flow of the game
- Implemented music and sound effects that adjust to time of day in-game

## EDUCATION

### University of Southern California

B.S. in Computer Science (Games)  
Minor in Applied Computer Security

Graduation: May 2017

GPA: 3.6

## CAMPUS INVOLVEMENT

### USC Association for Computing Machinery

Vice President	Present
Membership Chair	2015

### USC Dragon Boat

Team Member	2013-2015
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## SKILLS

### Languages

C++	C#	Java
Lua	HTML5	CSS3

### Platforms

Windows	Kali Linux
Unix	Android

### Tools & Software

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