

Izzy Benavente

Game Developer
UI/UX Engineer

(702) 427-5113
izzybenavente@gmail.com

PROGRAMMING LANGUAGES

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

GAME ENGINES

Unity 5, Unreal Engine 4,
Game Maker Studio

FRAMEWORKS & LIBRARIES

Foundation, jQuery,
Bootstrap, PureCSS

TOOLS & PLATFORMS

Git, Perforce, SourceTree,
Cygwin, Maya, Photoshop,
Premiere, Sony Vegas

PERSONAL WEBSITE

izzybenavente.me

LINKEDIN

[linkedin.com/in/izzyb](https://www.linkedin.com/in/izzyb)

HACKATHON PROJECTS

izzybenavente.me/#hackathons

GITHUB

github.com/mitsukizzy

// EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA | Graduating May 2017

- Pursuing Computer Science (Games) B.S. | GPA: 3.6
- Minor in Applied Computer Security

// PROFESSIONAL EXPERIENCE

INFINITY WARD | UI Software Engineer Intern

The original studio behind the Call of Duty franchise – Unannounced Project
May 2015 – August 2015 | Woodland Hills, CA | infinityward.com

- Assisted in the development of a tool to optimize the workflow of the UI pipeline
- Worked closely with artists and designers to implement new UI components
- Collaborated with designers and engineers to draft a document for a new menu
- Programmed for the project and the tool using **Lua**, **C#**, and **C++**

SLICKDEALS.NET | Web Developer Intern

The largest and most trusted deal-sharing community on the internet
May 2014 – August 2014 | Las Vegas, NV | slickdeals.net/pricetracker

- 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
- Worked under SCRUM, utilizing standups, sprints, JIRA, Stash, and Confluence

// MAJOR PROJECTS

ELEMENTERRA | Gameplay Engineer

An experiential, world-building game using the Oculus Rift and Sixense STEM
August 2014 – May 2015 | USC School of Cinematic Arts | elementerravr.com

- 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 and evolution system

PSYCHIC | Lead Engineer

A narrative-driven, Telltale style game about a psychic detective in a noir setting
August 2015 – Present | USC School of Cinematic Arts

- Made development environment and engineering decisions for the team
- Responsible for delegating programming tasks and keeping the build stable
- Programmed new gameplay features and ensured usability for the **Fire TV**

// EXTRACURRICULARS

USC ACM | Vice President

An academic and professional organization for students interested in Computer Science
November 2015 - Present | uscacm.org

- Organized our first Mobile Hackathon encouraging students to make mobile apps
- Mentored freshmen biweekly about CS, school, activities, and interviews
- Served as Membership Officer and ran social events during my sophomore year

USC DRAGON BOAT | Team Member

August 2013 – December 2014 | uscdragonboat.wordpress.com

- San Diego 2014: Won 1st Place in Mixed 500M and 2nd Place in College 500M
- Baby Long Beach 2014: Won 3rd Place in C Div. Mixed 500M