ISABELLA BENAVENTE

Programmer
Web Developer
Game Developer

//PORTFOLIO

isabellabenavente.com
GitHub.com/Mitsukizzy

// CONTACT

(702) 427-5113
ibenaven@usc.edu

//ADVANCED SKILLS

HTML / CSS
PHP
Visual Studio
PhpStorm
Brackets
Microsoft Office

//INTERMEDIATE SKILLS

Java
C++
C#
JavaScript
JQuery
IntelliJ
Unity
GameMaker
Adobe Photoshop
Sony Vegas
JIRA
Stash
GitHub
Agile/Scrum
Cygwin/Terminal

// EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA | Los Angeles, CA
- Computer Science (Games) B.S. | 3.75 GPA | Graduating in 2017
- Minor in Applied Computer Security

ADVANCED TECHNOLOGIES ACADEMY (High School) | Las Vegas, NV
- Advanced Honors Diploma | AP Scholar with Distinction | Graduated in 2013
- Computer Science Program Area | 3.92 GPA

// PROJECTS

COUPINIONS | Co-Designer and Front End Developer
Fall 2013 | HackSC | Los Angeles, CA

- Co-designed the app to reward students with mobile coupons for taking polls
- Programmed the application for Android using **Java** in Eclipse with **Android SDK**
- **Finalist** in the HackSC competition, USC's premier hackathon

WHITEBOARD LEARNING | Designer and Front End Programmer
Fall 2013 | AT&T Internet of Things Hackathon | Santa Monica, CA

- Conceptualized Whiteboard as a web-based platform for classroom communities
- Developed the front end of the web app using the Foundations framework
- **1st Place** winner in the education category and **3rd Place** in overall competition

ULTIMATE SPACE COMBAT | UX Developer
Winter 2014 | Microsoft USC vs UCLA Hackathon | Los Angeles, CA

- Designed responsive touch controls and programmed user interface
- Created the game in **Unity** with **C#**, targeting the Windows 8 tablet

SMS 911 | Co-Designer and Front End Programmer
Winter 2014 | AT&T Developer Summit Hackathon | Las Vegas, NV

- Designed a public safety app to send emergency info to 911 operators in 3 taps
- Programmed the app using PhoneGap for **Android** in Eclipse and AT&T's API

// EXPERIENCE

ELEMENTERRA | Gameplay Engineer
An experiential, world-building game using the Oculus Rift, Virtuix Omni, and Sixense STEM
August 2014 – Present | USC in Los Angeles, CA

- 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
- Collaborated with a team of engineers and designers using JIRA and Stash

SLICKDEALS.NET | Front End Web Developer Intern
May 2014 – August 2014 | Las Vegas, NV

- Converted comprehensive layouts from designers into **html/css** webpages
- Integrated features for new pages using **php**, **sql**, **javascript**, and **jquery**
- Co-developed a new price tracker for the site at slickdeals.net/pricetracker
- Worked under SCRUM, utilizing standups, sprints, JIRA, Stash, and Confluence