Izzy Benavente

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http://linkedin.com/in/izzyb/
http://github.com/Mitsukizzy/

Programmer
Web Developer
Game Developer

// CONTACT

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//GAME DEV SKILLS

C++ / C#
Unity 2D / 3D
GML / GameMaker
Visual Studio

//WEB DEV SKILLS

HTML / CSS
PHP
JQuery
Python
PhpStorm
Brackets

//OTHER SKILLS

Java / Eclipse / IntelliJ
Cygwin / Terminal
GitHub / Bitbucket
JIRA / Confluence / Stash
Agile / Scrum
Microsoft Office
Adobe Photoshop
Sony Vegas

// 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

// 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 | http://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
- 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 | http://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

// 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