

Isabella “Izzy” Benavente

Game Developer
UI/UX Engineer

// CONTACT

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// DEV SKILLS

Java
C#
C++
Python
HTML / CSS
JavaScript
jQuery
PHP
SQL
Lua
Unity 2D / 3D
GML / GameMaker
Android (Java)

// OTHER SKILLS

Git
Perforce P4V
Bitbucket / Stash
SourceTree
JIRA / Confluence
Agile / Scrum
Cygwin / Terminal
Microsoft Office
Autodesk Maya
Adobe Photoshop
Sony Vegas

WEBSITES

<http://izzybenavente.me/>
<http://linkedin.com/in/izzyb/>

// EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA | Los Angeles, CA

- Pursuing Computer Science (Games) B.S. | Graduating in May 2017
- Minor in Applied Computer Security

// EXPERIENCE

INFINITY WARD | UI Software Engineer Intern

The original studio that created the Call of Duty franchise – Unannounced Project
May 2015 – August 2015 | Woodland Hills, CA | <http://www.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++**

ELEMENTERRA | Gameplay Engineer

An experiential, world-building game using the Oculus Rift, Virtuix Omni, and Sixense STEM
August 2014 – May 2015 | 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

The largest and most trusted deal-sharing community on the internet
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

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