

# Isabella “Izzy” Benavente

Game Developer  
UI/UX Engineer

## // CONTACT

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## // DEV SKILLS

C#

C++

Lua

Unity 2D / 3D

Android (Java)

GameMaker (GML)

HTML / CSS

JavaScript

jQuery

Python

PHP

SQL

## // OTHER SKILLS

Git / SourceTree

Perforce P4V

Bitbucket / Stash

JIRA / Confluence

Agile / Scrum

Cygwin / Terminal

Microsoft Office

Autodesk Maya

Adobe Photoshop

Adobe Premiere

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. | GPA: 3.6 | Graduating May 2017
- USC Association for Computing Machinery (ACM) | Vice President
- Minor in Applied Computer Security

## // 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 | <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

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

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 | 3<sup>rd</sup> Year MFA Thesis Project

- 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**

COUPINIONS | Co-Designer and Front End Developer

An Android app that rewards students with mobile coupons for taking polls

Fall 2013 | HackSC | Los Angeles, CA

- 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

A web-based platform for classroom communities

Fall 2013 | AT&T Internet of Things Hackathon | Santa Monica, CA

- Developed the front end of the web app using the Foundations framework
- **1<sup>st</sup> Place** winner in the education category and **3<sup>rd</sup> Place** in overall competition