Izzy Benavente

Game Developer
UI/UX Engineer

(702) 427-5113
izzybenavente@gmail.com

PROGRAMMING LANGUAGES

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

GAME ENGINES

Unity 5, Unreal Engine 4, Game Maker Studio

FRAMEWORKS & LIBRARIES

Foundation, jQuery, Bootstrap, PureCSS

TOOLS & PLATFORMS

Git, Perforce, SourceTree, Cygwin, Visual Studio, Maya, Brackets, Photoshop, Premiere, Sony Vegas

FULL PORTFOLIO

izzybenavente.me

LINKEDIN

linkedin.com/in/izzyb

HACKATHON PROJECTS

izzybenavente.me/#hackathons

GITHUB

github.com/mitsukizzy

// EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA   **Graduating May 2017**
- Pursuing B.S. in Computer Science (Games) - GPA: 3.6
- Minor in Applied Computer Security

// PROFESSIONAL EXPERIENCE

UI Software Engineer Intern   May 2015 – August 2015

INFINITY WARD – Woodland Hills, CA
- Developed new features for a tool optimizing the workflow of the UI pipeline
- Implemented new UI components for Call of Duty (2016), following design specs
- 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++**

Web Development Intern   May 2014 – August 2014

SLICKDEALS.NET – Las Vegas, NV
- Converted comprehensive layouts from designers into **HTML/CSS** webpages
- Integrated features for new pages using **PHP**, **SQL**, **Javascript**, and **jQuery**
- Developed a price tracker to alert users when a price drops on a tracked item

// MAJOR PROJECTS

Gameplay Engineer | ELEMENTERRA   August 2013 – May 2014

An experiential, world-building game using the Oculus Rift and Sixense STEM
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 system for planting on any surface

Co-Creator | ARCHIPELAGO   August 2014 – December 2015

A survival-adventure game about a young girl who must escape a secluded island
Github.com/Mitsukizzy/Archipelago
- Delivered a fully working, user-tested, and polished **Unity** project in 5 months
- Designed and programmed gameplay features, UI flow, and metric readouts
- Implemented music and sound effects with tracks fading with time of day

Lead Engineer | PSYCHIC   August 2015 – Present

A narrative-driven, Telltale style game about a psychic detective in a noir setting
- Responsible for delegating programming tasks and keeping the build stable
- Participated in weekly leads meetings and advised on technical design decisions
- Programmed core gameplay features in **Unity** and ensured usability for the **Fire TV**

// EXTRACURRICULARS

Vice President | USC ACM   December 2015 – Present

Academic and professional Computer Science organization with over 250 members
USCACM.org
- Met weekly with executive board to plan events for members and the community
- Organized ACM Mobile Hackathon encouraging students to create mobile apps
- Mentored freshmen biweekly about CS, school, activities, and interviews

Team Member | USC DRAGON BOAT   August 2013 – December 2014

USCDragonBoat.wordpress.com
- Trained with the team in Long Beach every week, on and off the water
- Placed 1st in Mixed 500M and 2nd in College 500M in San Diego 2014.
- Placed 3rd in C Div. Mixed 500M in Baby Long Beach 2014.