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

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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 Computer Science (Games) B.S. | GPA: 3.6
- Minor in Applied Computer Security

// PROFESSIONAL EXPERIENCE

INFINITY WARD | UI Software Engineer Intern

The original studio behind the Call of Duty franchise – Call of Duty (2016)
May 2015 – August 2015 | Woodland Hills, CA | infinityward.com

- Developed new features for a tool optimizing the workflow of the UI pipeline
- Implemented new UI components for the game, following design specifications
- 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++**

SLICKDEALS.NET | Web Development Intern

The largest and most trusted deal-sharing community on the internet
May 2014 – August 2014 | Las Vegas, NV | 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

// MAJOR PROJECTS

ELEMENTERRA | Gameplay Engineer | elementerravr.com

An experiential, world-building game using the Oculus Rift and Sixense STEM

- 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

ARCHIPELAGO | Co-Creator | github.com/Mitsukizzy/Archipelago

A survival-adventure game about a young girl who must escape a secluded island

- Programmed the day/night system, journal, and campfire interactions in **Unity**
- Designed and implemented the UI and menu flow of the game
- Implemented music and sound effects with tracks fading with time of day

PSYCHIC | Lead Engineer

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 decision
- Programmed core gameplay features in **Unity** and ensured usability for the **Fire TV**

// EXTRACURRICULARS

USC ACM | Vice President (Present), Membership Chair (2015) | uscacm.org

Academic and professional organization for students interested in Computer Science

- Met weekly with executive board to plan events for members and the community
- Organized ACM Mobile Hackathon encouraging students to make mobile apps
- Mentored freshmen biweekly about CS, school, activities, and interviews

USC DRAGON BOAT | Team Member (2013-2015) | 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.