

BENJAMIN LEVY
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EDUCATION

Worcester Polytechnic Institute (WPI), Worcester, MA August 2022 – May 2026
Double Major: B.S. in Interactive Media & Game Development (IMGD) and Computer Science (CS)
GPA: 3.72/4.00 - Dean's List (Spring 2023, Fall 2023, Fall 2024, Spring 2025)

Relevant Coursework: Technical Game Development | Software Engineering | Database Systems

SKILLS

Programming/Scripting Languages: Python | GDScript | HTML | CSS | JavaScript/TypeScript | Blueprints | C++ | SQL (MySQL, Oracle Database) | C# | C | Java | x86 Assembly | Racket

Libraries/Frameworks/Engines: Godot | Unreal | Unity | React | Node.js | Next.js | Tailwind CSS | WebGL

Tools: Git | Amazon Web Services | SolidWorks | Autodesk Maya | ZBrush | Adobe Creative Cloud | MATLAB

Techniques: Software Development | Database Management | Operating Systems | Algorithms | Object-Oriented Design | Computer Graphics | Machine Learning Models | Behavior Tree Development | State Machine Development

Project Management: Jira | Agile | Scrum | Iterative Game Design | Miro | Microsoft Office | Google Workspace

EXPERIENCE

Peer Learning Assistant, WPI March 2024 – May 2025

- Assisted with **lecture material and activities** in introductory IMGD undergraduate course.
- Contributed discussion topics, organized group activities, and advised student work to provide effective teaching and ensure successful launch of two on-campus **Alternate Reality Games** serving as final project for students.

IMGD Student Representative, *Arts & Sciences Advisory Council*, WPI August 2024 – May 2025

- Represented IMGD student interests on advisory council for Arts & Sciences faculty and administrators.
- Created social media video showcasing accomplished students to **increase visibility of IMGD program** on campus and engage prospective students.

Student Steering Representative, *IMGD Program*, WPI March 2024 – March 2025

- Represented B.S. student body in **bi-weekly formal discussions** with IMGD program faculty.
- Held weekly office hours and solicited program feedback to provide student guidance and steer faculty decisions.

PROJECTS

Travelling With Taste March 2025 – May 2025

- Developed an Unreal Engine-based stealth video game under a **7-week deadline**.
- Worked with a team of 7 split into **technical and artistic sub-teams**.
- Implemented behavior tree-driven enemy AI which interfaces with engine-based perception system to keep AI **scalable and user-friendly**.
- Designed player detection UI and post-processing shader to **add player feedback** and stylize visuals.
- Featured final game at PAX East** and yearly IMGD project showcase.

Tables4u November 2024 – December 2024

- Developed a restaurant-reservation website in **5 weeks** with a Next.js frontend and AWS & MySQL backend
- Managed a **4-person team** by organizing **weekly code sprints** and enforcing coding guidelines.
- Led database development, programmed frontend and backend, and assisted in website design.
- Final website functionality included **in-depth reservation system** with consumer and management accounts, restaurant search system, and time slot bookings.
- Recognized as one of the **top 10** highest-achieving students in course.

AWARDS AND ACTIVITIES

Outstanding Junior Award, *IMGD Program*, WPI May 2025

President / Vice President, *Video Game Club*, WPI January 2024 – December 2025

Mentor / Member, *International Game Developers Association*, WPI August 2023 – Present