# Jake Ben-Tovim
## Gameplay Programmer

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| **Objective** | Pursuing a full time job in game development, available immediately. |
| **Summary** | Recent Game Design & Development graduate with experience in gameplay programming. Willing to move cross-country to pursue my career and passions. |
| **Experience** | **Unity Game Developer, *MAGIC Spell Studios*** <br> **Rochester, NY — September 2015 to August 2016** <br> ➢ Worked with a team of 15 on *Word Wells*, a mobile game which aids in adult literacy: <br>   ○ Developed in Unity 5 with C#, targeted Android <br>   ○ Created an extensible data-driven (JSON) minigame framework <br>   ○ Developed systems used for all object interactions and player navigation <br>   ○ Created a component-based data persistence system for save states and cross-scene continuity |
| **Projects** | **Custom C++ Game Engine, *Shetland Engine* - Lead Programmer** <br> ➢ A custom game engine, used to develop a shooting gallery demo <br>   ○ Created base game object class and engine inheritance structure <br>   ○ Programmed mesh rendering system in OpenGL through .obj file streaming <br>   ○ Developed underlying collision structures (octrees) and memory allocation of meshes and game objects <br><br> **C# Game, *Quest* - Lead Gameplay & Framework Programmer** <br> ➢ A 2D adventure game inspired by *The Legend of Zelda* <br>   ○ Developed underlying system controlling camera and character movement across multiple tile-based maps <br>   ○ Developed mechanics for boss battle, enemy AI, and item usage <br><br> **JavaScript Game, *Kinesthesia* - Gameplay & Framework Programmer** <br> ➢ An online competitive match-based physics game <br>   ○ Created site framework, including a site-wide chat system, user accounts & sessions, and infinitely scaling matchmaking <br><br> **Unreal Engine 4 C++/Blueprint Demo, *Guildmaster* - Gameplay Programmer** <br> ➢ A demo 3D adventure game dungeon <br>   ○ Created framework for interactable objects and programmed enemy AI |
| **Skills** | **Languages**: C++, C#, JavaScript, HTML5, CSS, familiar with Python, SQL, OpenGL, Java <br> **Programs**: Visual Studio, Unreal, Unity, Git, familiar with Photoshop, Maya, Perforce <br> **Other Skills**: game design, project leadership, teaching, UX |
| **Education** | Rochester Institute of Technology <br> ➢ Bachelor of Science in Game Design & Development, Honors Student <br>   ○ 4.0 GPA, Presidential Scholar, Dean's List distinction for all semesters <br> Relevant Courses: <br> ➢ **Data Structures & Algorithms**: C++ and OpenGL for game development <br> ➢ **Game Development & Algebraic Problem Solving**: C# for game development <br> ➢ **Math Graphical Simulation**: calculus with focus on 3D vectors <br> ➢ **Unreal Engine 4 C++ and Blueprint Game Development**: independent study |