

# Jake Ben-Tovim

## Game Developer

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Summary	Entry-level game developer with experience in gameplay programming and design. Pursuing internships or full-time work, available January 2018. Willing to relocate cross-country.
Experience	<p><b>Software Engineer Intern, EagleDream Technologies</b> Rochester, NY — September 2017 to Present (will finish December 2017)</p> <ul style="list-style-type: none"><li>➤ Work in various teams contributing to EagleDream's ongoing projects targeting a variety of markets including marketing, research, healthcare, and retail. Utilize a number of cutting edge web technologies to create applications, from responsive front-end designs to back-end database interactions.</li></ul> <p><b>Unity Game Developer, MAGIC Spell Studios</b> Rochester, NY — September 2015 to August 2016</p> <ul style="list-style-type: none"><li>➤ Worked with a team of 15 on <i>Word Wells</i>, a mobile game which aids in adult literacy:<ul style="list-style-type: none"><li>○ Developed in Unity 5 with C#, targeted Android</li><li>○ Created an extensible data-driven (JSON) minigame and data persistence framework</li><li>○ Developed systems used for all object interactions and player navigation</li><li>○ Helped designed core gameplay features and visual design</li></ul></li></ul> <p><b>Game Server Owner &amp; Technical Designer</b> Online — April 2014 to present</p> <ul style="list-style-type: none"><li>➤ Owner and lead developer/designer for a public Minecraft server (non-profit, this is my "passion project")<ul style="list-style-type: none"><li>○ Lead a team of 10-15 staff in developing new gameplay features</li><li>○ Design and implement new features from the ground up through a server-side scripting language and release them to players incrementally</li><li>○ Guide the community and work hands on to moderate issues and resolve disputes</li></ul></li></ul>
Projects	<p><b>Custom C++ Game Engine, Shetland Engine - Lead Programmer</b></p> <ul style="list-style-type: none"><li>➤ A custom game engine, used to develop a shooting gallery demo<ul style="list-style-type: none"><li>○ Created base game object class and engine inheritance structure</li><li>○ Programmed mesh rendering system in OpenGL through .obj file streaming</li><li>○ Developed underlying collision structures (octrees) and memory allocation of meshes and game objects</li></ul></li></ul> <p><b>C# Game, Quest - Lead Gameplay &amp; Framework Programmer</b></p> <ul style="list-style-type: none"><li>➤ A 2D adventure game inspired by <i>The Legend of Zelda</i><ul style="list-style-type: none"><li>○ Developed system controlling camera/character movement across multiple maps</li><li>○ Designed and developed mechanics for boss battle, enemy AI, and item usage</li><li>○ Aided in design and upkeep of living game design document</li></ul></li></ul>
Skills	<p><b>Languages:</b> C++, C#, JavaScript, HTML5, CSS, familiar with Python, SQL, OpenGL, Java <b>Programs:</b> Visual Studio, Unreal, Unity, Git, familiar with Photoshop, Maya, Perforce <b>Other Skills:</b> game design, project leadership, teaching, UX</p>
Education	<p>Rochester Institute of Technology</p> <ul style="list-style-type: none"><li>➤ Bachelor of Science in Game Design &amp; Development<ul style="list-style-type: none"><li>○ 4.0 GPA, Presidential Scholar, Dean's List, Honors Student</li><li>○ All coursework completed (one co-op required for finalized graduation)</li></ul></li></ul> <p><b>Relevant Courses:</b> Data Structures &amp; Algorithms, Game Development &amp; Algebraic Problem Solving, Math Graphical Simulation, Unreal Engine 4 C++ and Blueprint Game Development</p>