Jacob Ben-Tovim
Game Developer & Designer

github.com/TheBentoBox • jacobbentovim@gmail.com • (941) 894-2524

PROFILE: Game Design & Development student with experience in gameplay programming, web development, and engine and graphics programming.

GOAL: Pursuing a game development or design co-op, available summer of 2016.

WORK: *RIT MAGIC Center*: Unity Game Developer, October 2015 - present
- ➢ Worked on *Word Wells*, a mobile game which aids in adult literacy:
  - ○ Worked with a team of over 15 people
  - ○ Aided in gameplay design
  - ○ Created prototypes in Unity 5 with C#, targeted Android

Game Programming Summer Camp: Instructor, July 2014
- ➢ The summer camp was aimed at incoming high school students:
  - ○ Developed and taught all course material
  - ○ Taught two sessions, almost 30 students
  - ○ Course taught in GML using Game Maker Studio

PROJECTS: *Leap of Faith*: JavaScript, HTML5 Canvas, Lead Programmer
- ➢ A procedural runner where the player controls three characters:
  - ○ Created game engine from scratch
  - ○ Developed lighting engine
  - ○ Designed and implemented character abilities

Psychosis: Tabletop game, Project Lead
- ➢ A tabletop where sanity is the only resource: health, currency, and win condition
  - ○ Created concept and led development process
  - ○ Aided in balance, gameplay, and board design
  - ○ Lead character designer

The Ball of Cthulhu: C++, OpenGL, Engine Programmer
- ➢ A basic shooting gallery style game made to showcase a custom game engine
  - ○ Worked with rendering, object handling, and collision structures
  - ○ Made base game object class and engine inheritance structure
  - ○ Created 3D cthulhu model used for the in-game targets

SKILLS: *Languages*: C++, C#, JavaScript, HTML5, CSS, familiar with OpenGL, Java, PHP
Programs: Visual Studio, Unreal, Unity, Git, Github, familiar with Photoshop, Maya, Perforce
Other Skills: leadership, teaching, user experience and satisfaction

EDUCATION: Rochester Institute of Technology, expected graduation in May 2017
- ➢ Bachelor of Science in Game Design & Development, Honors Student
  - ○ 4.0 GPA, Presidential Scholar, Dean's List distinction for all semesters

Relevant Courses:
- ➢ *Data Structures & Algorithms II*: Engine programming using C++ and OpenGL
- ➢ *Rich Web Media App Development II*: JavaScript server development using Node.js
- ➢ *Unreal Engine 4 C++ and Blueprint Game Development*: independent study
- ➢ *Game Development & Algebraic Problem Solving*: C# game development, MonoGame
- ➢ *Game Design & Development II*: game development, from concept to publishing