

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*

Rochester, NY --- October 2015 - August 2016

- Worked on *Word Wells*, a mobile game which aids in adult literacy:
 - Worked with a team of over 15 people
 - Focus on development, aided in design meetings
 - Created prototypes in Unity 5 with C#, targeted Android

Projects

Custom C++ Game Engine & Game, *The Ball of Cthulhu*

- **Role:** Lead Programmer
- **Summary:** A shooting gallery style game made to showcase a custom game engine
- **Responsibilities:** Created base game object class and engine inheritance structure. Worked with real time OpenGL rendering, collision structures, and memory allocation

Unity 5 C# Game, *Word Wells*

- **Role:** Lead Gameplay Programmer
- **Summary:** Education game built in Unity 5 C# targeting Android
- **Responsibilities:** Created completely data-driven minigames via runtime JSON file streaming. Developed core object interaction interfaces and level progression mechanics, and a data persistence system mainly for use in save states.

JavaScript Canvas Game, *Leap of Faith*

- **Role:** Lead Gameplay & Programmer
- **Summary:** A procedural runner where the player controls three unique characters
- **Responsibilities:** Designed and implemented character abilities and level interactions. Created gameplay and lighting engine from scratch in vanilla JavaScript

Skills

Languages: C++, C#, JavaScript, HTML5, CSS, familiar with Python, SQL, OpenGL, Java
Programs: Visual Studio, Unreal, Unity, Git(Hub), familiar with Photoshop, Maya, Perforce
Other Skills: game design, project leadership, teaching, user experience

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:** C++ and OpenGL for game development
- **Game Development & Algebraic Problem Solving:** C# for game development
- **Math Graphical Simulation:** calculus with focus on 3D vectors
- **Game Design & Development:** game development principles, from concept to publishing

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- **Unreal Engine 4 C++ and Blueprint Game Development:** independent study