

# Jake Ben-Tovim

## Gameplay Programmer

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Summary	Entry level game developer with experience in gameplay programming. Willing to move cross-country to pursue my career. Pursuing a full time job, available immediately.
Experience	<p><b>Unity Game Developer, <i>MAGIC Spell Studios</i></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 framework</li><li>○ Developed systems used for all object interactions and player navigation</li><li>○ Created a component-based data persistence system for save states and cross-scene continuity</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" members 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 as patches or incrementally.</li><li>○ Guide the community and work hands on to moderate player issues and resolve disputes.</li></ul></li></ul>
Projects	<p><b>Custom C++ Game Engine, <i>Shetland Engine</i> - 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, <i>Quest</i> - 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 underlying system controlling camera and character movement across multiple tile-based maps</li><li>○ Developed mechanics for boss battle, enemy AI, and item usage</li></ul></li></ul> <p><b>JavaScript Game, <i>Kinesthesia</i> - Gameplay &amp; Framework Programmer</b></p> <ul style="list-style-type: none"><li>➤ An online competitive match-based physics game<ul style="list-style-type: none"><li>○ Created site framework, including a site-wide chat system, user accounts &amp; sessions, and infinitely scaling matchmaking</li></ul></li></ul>
Skills	<p><b>Languages:</b> C++, C#, JavaScript, HTML5, CSS, familiar with Python, SQL, OpenGL, Java</p> <p><b>Programs:</b> Visual Studio, Unreal, Unity, Git, familiar with Photoshop, Maya, Perforce</p> <p><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, Honors Student<ul style="list-style-type: none"><li>○ 4.0 GPA, Presidential Scholar, Dean's List distinction for all semesters</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>

