Benjamin Kramer

Contact info intentionally blank for security

Experience

Midsummer Studios / Hunt Valley, MD / 2023 - Present
Staff Engineer
- Architected and implemented a Python API on Ubuntu/WSL, and created an Unreal Engine plugin in C++ to streamline HTTP development, enabling easy communication between the two applications.
- Created an Unreal Engine tool that simulates hundreds of gameplay trials in seconds and writes the quantitative results to a CSV, allowing designers to see the impact of subtle changes, and saving countless hours of human play tests.
- Designed and developed critical gameplay systems using C++.
- Collaborated with designers, artists, and other engineers to deliver prototypes aimed at investors.

Firaxis Games / Sparks Glencoe, MD / 2021 - 2023 (2yrs, 7 mos)
Gameplay Engineer
- Developed a new online-multiplayer ready ability system..
- Implemented a significant number of hero abilities, effects, modifiers, and more for *Marvel's Midnight Suns* (MMS, released 2022), ensuring they met designer specifications.
- Supported cinematic artists by developing camera tools and maintaining animation systems in Unreal Engine and C++.

Charles Schwab / Lone Tree, CO / 2019 (internship) & 2020 to 2021 (full-time) (1 yr, 4 mos)
Associate Software Developer
- Created web services in C# and Java that supported client specialists.
- Created front-end features for web applications using JavaScript, Angular, HTML and CSS

John Deere / Urbandale, IA / 2018
IT Intern
- Developed features for John Deere digital products using Java, JSP, HTML and JavaScript within a highly Agile and test-driven environment.

Iowa State University / Ames, IA / 2017 - 2018
Student Software Developer
- Integrated a new learning management system using Java, JQuery, HTML, and CSS

Education

Bachelor of Science Degree in Software Engineering
Iowa State University / Ames, IA
2016 – 2020
Cum Laude

Skills

Tech: C++, C#, Java, HTML/CSS, JavaScript, Python, Git, Unreal Engine, LLMs
Practices: Agile, Scrum, Test Driven Development,