

Benjamin Crawford

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EDUCATION

University of Hawai'i at Mānoa

Bachelor of Arts in Computer Science

Honolulu, HI

Aug. 2021 – May 2025

EXPERIENCE

Undergraduate Research Assistant

University of Hawai'i at Mānoa

Jan 2024 – Present

Honolulu, HI

- Developing a Unity application for projection on a 3D map to visualize GIS layers
- Working closely with the Hawaii State Energy office to create an application and tool for community outreach

Network Support Specialist

University of Hawai'i at Mānoa

June 2022 – Jan 2024

Honolulu, HI

- Repairing, and upgrading staff hardware and software.
- Assess and troubleshoot computer problems brought by faculty and staff using WebHelpDesk
- Overseeing a system of 1000+ devices including computer setups, printers, servers, etc.

Overwatch League Student Intern

Blizzard Entertainment

July 2022

Honolulu, HI

- Intern for Midseason Madness tournament hosted on our campus
- Set up, break down, event management, player relations
- Assisted in creation of multiple pieces of long and short form content

PROJECTS

HAVEN | *Unity, C#, QGIS, 3D Printing, Git*

Jan 2024 – Present

- Developing an application in Unity for 3D visualization of GIS layers
- Processed and analyzed GIS layers provided by the government in QGIS
- Worked with Hawaii State Energy Office to do community outreach focused on clean and reusable energy

Life Before Death | *Unreal, C++, Blueprints, Quixel, Perforce*

Jan 2024 – May 2024

- Co-Developed a puzzle story game about a father looking for his daughter
- Developed nearly 50+ mechanics in blueprints and C++
- Available now on Steam

Cookies and Cream VR Cafe | *Unity, C#, Netcode, Maya*

Aug. 2023 – Dec. 2023

- Developed a online co-op VR game where the players work together to fulfill cafe orders
- Developed the game and converted it all to multiplayer in 1 month
- Lead a team of 3D artists who created models and textures for the game

homebound | *Unity, C#*

June 2022 – Dec. 2022

- Co-Developed a 2D puzzle platformer about an astronaut and cat searching for a way home
- Developed many puzzle related mechanics requested by the head developer
- Available on Steam for free

TECHNICAL SKILLS

Languages: C#, Java, Python, C/C++, JavaScript, HTML/CSS

Engines: Unity, Unreal, Godot, Blender, Maya

Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Frameworks: React, Node.js, Meteor, MongoDB, WordPress