BEN CHUNG

LinkedIn: <u>linkedin.com/in/1pixeldesign</u> | GitHub: <u>github.com/benchung5</u>

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RELEVANT EXPERIENCE

Programmer

eBase | St. Catharines, ON | Feb-Jul (2018)

Full stack web development for eBase (large facilities management software) development. Some tasks include:

- Working with APIs using Angular1
- Constructing and Optimizing queries using PHP, Codelgniter and MySQL

Web Developer

Form & Affect. | St. Catharines, ON | 2017 - 2018

Building web sites/applications from start to finish (from provided designs). Some tasks include:

- React web application development
- Front/back end JavaScript API based development
- Node.js, Gulp and Webpack to build and deploy

3D Artist

Creative Bytes Studios | St. Catharines, ON | 2015 (Aug) -2016 (Nov)

Modeling, texturing and rigging main characters and other assets. Duties also included lighting for in-game characters, cinematic effects, background/level creation and concepting 2d/3d art.

Games completed:

• Embers of Mirrim (PS4, Xbox One)

Founder & CEO

1 Pixel Design, Inc. | St. Catharines, ON | 2012 - 2015

Worked directly with clients to deliver small to medium projects from complete beginning to end. Some tasks included:

- Theme and plugin creation
- API feed integration
- Ecommerce integration
- Responsive CSS

SKILLS

Front-End Skills

JavaScript/ES6

React

Angular1

JQuery

MapBox-GL

Webpack

Three.js

SASS

Foundation

Back-End Skills

Node.js

PHP

Gulp

Git

NPM

MongoDB

MySQL

Nginx

Apache

Digital Ocean

2D Graphics Skills

Photoshop

Illustrator

After Effects

3D Graphics Skills

3DS Max

zBrush

Mudbox

Unity

Unreal

Programming Self Study

St. Catharines, ON | 2009 - 2012

Freelance web design on the side in PHP, HTML/CSS. I Also created experimental projects using C# using frameworks:

- ASP.net
- Silverlight/MVC
- XNA

3D Character Artist

Silicon Knights. | St. Catharines, ON | 2005 - 2011

Modeling, texturing and rigging main characters and other key assets for AAA games. Duties also included lighting for ingame characters, backgrounds and cinematic effects.

Games completed:

- Too Human (Xbox 360)
- Xmen Destiny (Wii, Playstation 3, Xbox 360)
- Darksiders (Xbox 360)

Freelance 3D Artist

Leaping Raster Inc | Ottawa, ON | 2002 – 2003

Freelance 3D modeling for television production

EDUCATION

Sheridan College
Diploma in Illustration
(Advertising, editorial, web)

COMMUNITY

See LinkedIn profile