Benjamin Laws

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https://bendious.github.io
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SKILLS

10+ years programming experience
Languages: C/C++, C#, Python, Perl, Bash, C-shell, HTML, CSS, JavaScript
Graphics: SDL, OpenGL/GLSL, Vulkan, Maya, Blender
Version control: Git/GitHub, Perforce, Gerrit
Development environments: Macintosh, Linux/Unix, Windows
IDEs: Visual Studio, Eclipse, Xcode
Game engines: Unreal Engine, Unity, Volition proprietary engine, personal engine

EMPLOYMENT

INDEPENDENT GAME DEVELOPER – August 2018 to present

- Developing custom 3D game engine from scratch
- Notable features: procedural world-building, custom pose-based animation, tag-based intelligent procedural selection, Vulkan rendering, PhysX physics

GAMEPLAY/SYSTEMS PROGRAMMER – July 2015 to August 2018
Deep Silver Volition LLC, Champaign, IL

- Member of the Tools, Combat, and Animation Systems teams
- Owned/maintained multiple software systems such as weapons and loadouts
- Reviewed/revised designer implementations for stability and efficiency

SOFTWARE ENGINEER INTERN – May to August 2014
Garmin International, Olathe, KS

- Member of the Gemini MapDrawer team in the Automotive OEM division
- Optimized terrain drawing tasks by offloading to the GPU

COMPUTER CLUSTER CONSULTANT – August 2013 to May 2015
TEACHER ASSISTANT – August 2013 to May 2014
University of Notre Dame, Notre Dame, IN

- Oversaw computer laboratory and assisted users with technical issues
- Helped lead Fundamentals of Computing course for sophomores
- Supervised laboratory course sessions, tutored students, graded assignments

EDUCATION

University of Notre Dame
Bachelor of Science in Computer Science
Class of 2015, 3.96 GPA

Coursework Sample – Fundamentals of Computing, Discrete Math, Unix, AI, Logic Design, Computer Architecture, Networks, Data Structures, Graphics, Databases, Coding Theory, Programming Paradigms, Theory of Computing, Operating Systems, Algorithms, Security, Video Game Design, Visual Effects

AWARDS

Dean's List: 2011, 2012 (twice), 2013 (twice), 2014 (twice), 2015
Reverend Thomas A. Steiner Engineering Prize: Spring 2015
Valedictorian Candidate: Spring 2015

ASSOCIATIONS

Tau Beta Pi, Upsilon Pi Epsilon – national engineering and CS honors societies