Benjamin R. Person

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Objective

I am a game programmer and designer with experience in game and user research seeking an internship in game and experience programming in the Summer of 2021.

Work and Project Experience

Technical Lead on *Salmon Run*   August 2020 - Present
Michigan State University BEACON Evolution Organization
- An educational game to teach essential concepts of gene inheritance in fish.
- Developed and integrated various systems such as pathfinding, upgrades, and biological data tracking for class lesson plans.
- Restructured existing code to aid readability and future editability.

Using a Computer Game to Teach Circuit Concepts   August 2018 - December 2018
European Journal of Physics, Academic Research
- A study on whether a game could be an effective teaching tool for Physics circuitry lessons.
- Signed in research volunteers and assisted with technical difficulties.
- Organized and calculated test results to measure the efficacy of the game.

Education

Bachelor of Science, Computer Science   Expected Spring 2022
Michigan State University
- Double Major: Computer Science, Experience Architecture
- Minor: Game Design and Development
- Honors College
- GPA: 3.9

Additional Information and Skills

Spartasoft   August 2018 - Present
MSU Student Organization
- Spartasoft has students work in teams of 5+ individuals to create working game prototypes
- Programmed user interface elements for my team to provide player feedback
- Final prototypes possess informative menus and a basic player upgrade system

C++ (Proficient, 3 years)
C# (Proficient, 3 years)
Java (Familiar, 2 years)
Python (Familiar, 2 years)
HTML (Familiar, 2 years)
CSS (Familiar, 2 years)