

Ben Stone

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EDUCATION

Champlain College

BS in Video Game Programming

Expected 2026
Burlington, VT

Relevant Courses:

Computer Architecture, Software Refactoring, Advanced Programming, Cyber Security Fundamentals, Data Structures and Algorithms, AI for Games, Graphics and Animation Programming, Game Physics, Game Architecture, Discrete Mathematics

EXPERIENCE

Best Buy

Sales Associate

Jun 2023 – Present

Williston, VT

- Supported customers with product selection using both knowledge of our inventory and soft skills to understand their specific requirements.
- Awarded store MVP for outstanding communication and customer service.

Walgreens

Sales Associate

Jun – Aug 2022

Portland, ME

- Supported customers including managing the cash register and drove sales through suggestive selling and product knowledge.
- Assisted with inventory, including receiving and stocking merchandise.

Portland Discovery

Deckhand

Jun – Aug 2022

Portland, ME

- Support 100+ voyages to and from Great Diamond Island including supporting the captain with navigation and docking.
- Assisted passengers during trips. Managed the boat including cleaning, retrieving the gangplank, and securing the moorings.

PROGRAMMING LANGUAGES

Proficient

C++ • C# • OpenGL

Familiar

Python • Java • MASMx64

SKILLS

Professional

Atlassian Suite, Version Control, LaTeX, Unity Engine

Hobbies

Muay Thai, Boxing, Black Belt in Shotokan Karate

PROJECTS

Poly-Vinyl Pests! | IDX Legends

Software Developer

Jan - May 2025

Burlington, VT

- Core contributor during the development of a 3D action shooter; received positive reception on Steam launch and built a 100+ Discord server community.
- Built boss fight including AI driven movement using a pathfinding algorithm to dynamically generate enemy trajectory.
- Implemented the final level of the game which included new gameplay mechanics and custom graphics for key UI elements.

12 Planet Revolution | Team Won

Product Owner and Systems Engineer

Aug - Nov 2024

Burlington, VT

- Lead the development of a 3D prison escape action game including managing an 8 person development team.
- Designed core player gameplay UI and built the core game systems including the camera movement using C# in Unity.
- Implemented custom enemy AI using a dynamic environmental query system, providing optimized and highly controllable behavior.

ChillJoy | Workhorse Studios

Gameplay Engineer

Jan – May 2024

Burlington, VT

- Designed and built core gameplay mechanics for 3rd person action shooter including six unique firing modes.
- Created and maintained technical documentation to streamline team collaboration and ensure alignment on core mechanics and technologies.