

# Ben Stone

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## EDUCATION

### Champlain College

BS in Video Game Programming | Expected 2026  
*Burlington, VT*

#### Relevant Courses:

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

## EXPERIENCE

### Best Buy

*Sales Associate*

Jun 2023 – Present

*Williston, VT*

- Assisted customers with product selection
- Used soft skills and product knowledge to ensure customer satisfaction.

### Walgreens

*Sales Associate*

Jun 2022 – Aug 2022

*Portland, ME*

- Greeted and directed customers in a busy retail location.
- Managed cash register transactions and processed payments.
- Drove sales through suggestive selling and product knowledge.
- Assisted with inventory, including receiving and stocking merchandise.

### Portland Discovery

*Deckhand*

Jun 2022 – Aug 2022

*Portland, ME*

- Provided navigational and docking support to the ferry captain.
- Cleaned the boat, retrieved gangplank, secured moorings.
- Assisted customers during trips.

## PROJECTS

### 12 Planet Revolution, Team Won

*Product Owner and Systems Programmer*

Aug - Nov 2024

*Burlington, VT*

- Programmed systems using C# in a Unity environment to have functional enemy AI and camera movement
- Designed and implemented UI blackout and UI functionality.
- Implemented a custom dynamic environmental query system for the enemy AI using overlap spheres to check for colliders and the Unity Navmesh System to have control over behavior and optimizations.

### ChillJoy, Workhorse Studios

*Mechanics Programmer*

Jan – May 2024

*Burlington, VT*

- Used Unity C# to program 3 different firing mechanics in a 3d environment.
- Created and maintained technical documentation throughout the semester.

### Dynamic A\* Pathfinding

*Programmer*

Nov - Dec 2023

*Burlington, VT*

- Used Unity C# to create a dynamic pathfinding software using the A\* algorithm.

### Poly-Vinyl Pests!, IDX Legends

*Generalist Programmer*

Jan - May 2025

*Burlington, VT*

- Used Unity Universal Render Pipeline to create caustics material for a force field.
- Implemented pathfinding algorithm to simulate ricochet.

## PROGRAMMING LANGUAGES

C++ • C# • OpenGL

**Familiar**

Python • Java • MASMx64

## SKILLS

Atlassian Suite, Version Control, LaTeX, Unity Engine, Black Belt in Shotokan Karate, actively practicing Muay Thai and Boxing,