

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.

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,

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 blockout 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.