

Benjamin Paulsen

Developer & Designer

Website
Game Portfolio
Email
Phone

bjpaulsen.github.io
gamesbyboon.itch.io
bjpaulse@ucsc.edu
(831) 428-3680

SKILLS

- Open.** Respectful of different ways of thinking, open to feedback, and communicative.
- Skilled.** Developed in C#, C++, C, Java, Javascript, Python, HTML/CSS, and MIPS Assembly.
- Versatile.** Experienced with Unity, Godot, Angular, Aseprite, PureData, UNIX, Git.

EXPERIENCE

Tech4Good Lab - *Undergraduate Research Fellow, Frontend Developer*

JANUARY 2020 - PRESENT

- Conducted a user research study as the lead developer for an online learning platform.
- Co-led a team of developers to create a team-building platform using Angular.

UC Santa Cruz, Learning Support Services - *Computer Science Tutor*

SEPTEMBER 2019 - MARCH 2019

- Taught groups of university students how to program, debug, and problem-solve.
- Learned how to better accommodate students with diverse needs and learning differences.

Game Development Projects - *Designer, Programmer, Artist*

DECEMBER 2017 - PRESENT

- Created multiple original video games from scratch, published at gamesbyboon.itch.io.
- Developed practical experience with game engines, algorithmic music, art, and promotion.

Santa Cruz Parks And Recreation, Scotts Valley Library - *MAKE Lab Intern*

JUNE 2018 - AUGUST 2018

- Ran popular technology showcase events at the Scotts Valley Library.
- Taught children, teens, adults, and seniors about using computers, tools and tech.

Winner at HackACM 2019 - *Hackathon Beginner Category*

APRIL 2019

- Built a loop pedal musical performance tool in Java with a small team in under 12 hours.

EDUCATION

University of California, Santa Cruz - *Undergraduate in Computer Science: Game Design*

FALL 2018 - PRESENT

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REFERENCES

David Lee - *Faculty Advisor, Tech4Good Lab*

Professor of Computational Media at the University of California, Santa Cruz
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Mason Pierce - *Lead Developer, Tech4Good Lab*

Tech4Good Fellow
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Jaqueline Morales - *Supervisor, UCSC Learning Support Services*

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