

# Benjamin Paulsen

## Developer & Designer

**Portfolio**

**Email**

**Phone**

[bjpaulsen.github.io](http://bjpaulsen.github.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, Typescript, Python, HTML, and MIPS.
- Versatile.** Experienced with Unity, Godot, Angular, Aseprite, PureData, UNIX, Git.

## EXPERIENCE

### **Tech4Good Lab** - *Undergraduate Research Fellow, Lead Developer on Causeway, Relate*

JANUARY 2020 - PRESENT

- Conducted a user research study as the lead developer for an online learning platform.
- Coordinated across 3 dev teams and a design team to build a site for team-building games.
- Co-led a team of developers to create a safe, healthy, and candid work environment.

### **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.

### **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.

## PROJECTS

### **Game Development Projects** - *Designer, Programmer, Artist*

DECEMBER 2017 - PRESENT

- Created Flock Together, a short game about finding a family of watercolor birds, in Godot.
- Built a prototype for Queer Spacetime, a platformer about defining your future, in Unity.
- Developed PewPew, a fast-paced arcade game, using Javascript and Processing.

### **Winner at HackACM 2019** - *Hackathon Beginner Category*

## 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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