

Ben Paulsen

Game Developer

Portfolio

Email

Phone

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Work Experience

Lead Developer, Research Fellow

Tech4Good Lab

JANUARY 2020 - MARCH 2021

- Conducted multiple user studies over the course of 9 months and overhauled UI in response to feedback.
- Coordinated and assigned tasks to 3 dev teams and 1 design team to create a site for team-building games.
- Fostered a safe, healthy, and communicative work environment as a team lead.

Computer Science Tutor

UC Santa Cruz, Learning Support Services

SEPTEMBER 2019 - MARCH 2020

- Taught groups of university students how to program, debug, and problem-solve.
- Used multiple communication and teaching methods to accommodate students with diverse needs and skill levels.

MAKE Lab Intern

Scotts Valley Library

JUNE 2018 - AUGUST 2018

- Ran popular technology showcase events at multiple libraries.
- Taught children, teens, adults, and seniors about using computers, tools and tech.

Education

University of California, Santa Cruz

Undergraduate in Computer Science:
Computer Game Design

FALL 2018 - SPRING 2023

Games & Projects

In A Flash

Programmer, Designer, Composer

MARCH 2021 - JULY 2021

- Created a retro arcade party game in Unity/C#.
- Collaborated with the Queer Games Bundle to sell over 1700 copies and support LGBTQ+ devs.

Sea Star Crossed Lovers

Unity Programmer

OCTOBER 2020 - JUNE 2021

- Implemented UI, controls, and audio system.
- Worked with ~80 students across 5 teams to create a tower-building visual novel about a sea nymph in love with a star.

Escher-Like World Generator

Level Generation Programmer & Designer

NOVEMBER 2020 - DECEMBER 2020

- Used Constraint Satisfaction to generate M.C. Escher-inspired, traversable 3D levels.
- Constructed the generated levels into playable Unity scenes with custom Escher-like physics.

Skills

Languages

C#, Python, C++, C, Java, Javascript, HTML.

Techniques

A* pathfinding, behavior trees, Monte Carlo tree search, genetic programming, unit testing.

Growth Mindset

Respectful of different ways of thinking, open to feedback, and willing to ask questions.