Ben Paulsen

Game Developer

Portfolio bjpaulsen.github.io
Email bjpaulse@ucsc.edu
Phone (831) 428-3680

Skills

Tools
Unity, C#, Python, Java, Javascript, HTML, Git.

Techniques
Pair programming, unit testing, A* pathfinding, behavior trees, Monte Carlo tree search, etc.

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

Work Experience

Lead Web Developer, Research Fellow
Tech4Good Lab

JANUARY 2020 - MARCH 2021

- Conducted multiple user studies over the course of 9 months and overhauled UI in order to streamline access to technical documentation and developer resources.
- Coordinated tasks between 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.

Python Programming 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 different needs and skill levels.

Games & Projects

In A Flash ⎋
Unity Programmer, Designer, Composer

MARCH 2021 - JULY 2021

- Designed and implemented 2 AI opponents with varying levels of game awareness and difficulty.
- Programmed gameplay systems, including 4 unit types with upgrades; remappable controls; interactive tutorial; graphics and audio options.
- Composed music, created sfx, drew pixel art.
- 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

- Worked with ~80 students across 5 teams.
- Implemented a Pause Menu UI that interacted with all the game's timed systems.
- Implemented sound effects and music, and a volume slider to control them.

Escher-Like World Generator ⎋
Python 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.

Education

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

FALL 2018 - SPRING 2023

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References

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