

Benjamin K. H. Hunter

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Skills and Experience:

Programming Languages

- Most proficient in: C++, Python
- Strong experience with C#, C
- Knowledge of Java, PHP, Lisp, Prolog

Web Development

- Experience with HTML/CSS, Javascript, Django, REST

Software Processes

- Knowledge and practical experience with Agile methods and practices for software development
- Experience and frequent use of git
- Successful completion of several interdisciplinary team projects

Databases

- Experience with SQL, Database design theory

Games and Graphics

- Proficient with the Unity game engine
- Use of the Microsoft Kinect SDK
- Modeling and Animating with 3DS Max and Blender

Other

- Experience with native app development for Android
- Comfortable and experienced in a Linux environment

Education:

University of Alberta

September 2011 - April 2016

B.Sc. with Specialization in Computing Science with Distinction

- Completed with a certificate in Computer Game Development

Professional History:

Software Developer for the University of Alberta

January 2016 - Present

- Developing for rehabilitation and senior lifestyle research using the Unity game engine and the Microsoft Kinect

Recent Projects and Highlights:

Cache_22 - Story based rhythm game – Aurora toolset **September - December 2014**

- Primary Role: lead designer
- Focused on level design, story, and external mechanics
- Winner of Technical Achievement Award, nominated for Best Audio and Game of the Year

Kinect Tai Chi - Rehabilitation game – Unity, Kinect **September - December 2015**

- Primary Role: project manager and developer
- Developed in-game feedback mechanisms, implemented parts of the user interface, organized project members and development

BlogFace - Social media style website – Django, Javascript **January - April 2016**

- Primary Role: backend developer
- Mainly responsible for creating API calls/database functionality, some group management

Keith to the Past - 2D adventure game – Python, Pygame **January - April 2016**

- Primary Role: technical lead
- Developed and incorporated majority of game features

Extracurricular Activities/Community Involvement:

Volunteer

- Mentor with Pass it on Boys, a youth outreach program through S.W.O.V.A (Salt Spring Women Opposed to Violence and Abuse)

Music

- Have learned piano, drums, and guitar
- Past member of Salt Spring Island Concert Band and other ensembles
- Continuously engaged in music

Other

- Games/Game development, Sports/Fitness, Philosophy, Logic, Fantasy/Fiction, Comedy, Dogs, Camping/Outdoor Activities.
- High School Basketball Career - Captain, MVP, 2x Most Improved