

Benjamin K. H. Hunter

bkhunter@ualberta.ca
250-210-2577
[bkhunter.github.io](https://github.com/bkhunter)

1716 Garnet Road
Victoria B.C V8P 3C8

Education **University of Alberta**

B.Sc. with Specialization in Computing Science with Distinction
Certificate in Computer Game Development
September 2011 - April 2016

Relevant Work Experience

Software Developer, University of Alberta, AGE-WELL

Lead Developer: Construction and development of Virtual Gym, a serious exergame designed for rehabilitation and senior lifestyle research.

Research Assistant: Guided public demonstrations and information sessions, reviewed and co-authored academic papers based around research and findings of Virtual Gym.

Tools: Microsoft Kinect, Unity game engine, Google APIs, .Net applications
January 2016 - February 2017

Skills **Programming Languages**

Proficiency with Python, C#, Java.
Development experience with C++, C.

Games and Graphics

Proficient with the Unity game engine.
Modeling/Animation with 3DS Max.
Image manipulation with GIMP.

Other

Native app development for Android.
Comfortable in a Linux environment.

Web Development

Experience with HTML/CSS, REST.
Development with Django, Openshift and Heroku hosting services.

Software Processes

Knowledge and first hand experience with Agile methods and practices for software development.
Experience with Git and Github/Bitbucket.
Experience developing software in several interdisciplinary team environments.

Community Involvement

Volunteering

Pass it on Boys mentor, a youth outreach program (2011)
Shinerama for Cystic Fibrosis (2012)

Clubs and Projects

Member of Salt Spring Island Concert Band (2006-2011)
Presenter at the University of Alberta's Video Game Art and Design Clubs Game Development Expo (2015)

Recent Highlights

Cache_22 - Story based rhythm game
Lead designer, level design, story/dialogue
Aurora Toolset, NWScript
September - December 2014

BlogFace - Social media website
Backend developer, restful API, testing, group management
Django, Python, Openshift, HTML, CSS
January - April 2016

Kinect Tai Chi - Rehabilitation game
Project manager, feedback mechanisms, UI
Unity Game Engine, Microsoft Kinect
September - December 2015

Keith to the Past - 2D adventure game
Technical lead, game mechanics and design implementation
Python, Pygame
January - April 2016