BENJAMIN SAMARA

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OBJECTIVE   Game Designer/Developer - Art And Programming Generalist

TECHNICAL SKILLS

Proficiency:

- Programming languages (HTML & CSS, Python)
- Game engine programming (Godot)
- Digital documents (Microsoft Office Suite/Google Docs Suite/Open Office Suite)
- Raster/vector graphics (Adobe Photoshop, Adobe Illustrator, Inkscape, GIMP)
- Sketching from reference or imagination. Figure drawing (pencil)
- Video editing (Adobe After Effects)
- 3D modeling, sculpting, and texturing (Blender, Maya)
- Video and tabletop game design

Familiarity:

- Programming languages (JavaScript, C++)
- Game engine programming (Unity)
- Web hosting (GitHub Pages, Apache)
- Unix and command line interface
- GitHub and git

GENERAL SKILLS

- Design principles and processes (brainstorming, iterating, etc.)
- Effective general computer skills. Ability to learn and understand new tools
- Effective writing and communicating
- Critical, analytical, and creative thinking and problem solving

EDUCATION

2010 - 2014	**SHREWSBURY HIGH SCHOOL** Mechanic on F.I.R.S.T. Robotics Team 467 - winner of the 2012 DC Regionals, John and Abigail Adams Scholarship recipient
2014 - 2015	**UNIVERSITY OF MASSACHUSETTS AMHERST** Majoring in Mathematics (previously Computer Science), Unfinished Degree
2018 - 2020	**QUINSIGAMOND COMMUNITY COLLEGE** Associate in Science in Interactive Media - Game Design, Placed on Dean's List

WORK EXPERIENCE

08/12 - 09/15	**PRICE CHOPPER** 508-791-7142, Shrewsbury, Massachusetts Duties: Cashiering, Front End
09/17 - 12/17	**TARGET** 304-736-7767, Barboursville, West Virginia Duties: Cashiering, Sales Floor