

Emily L. Bender

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SKILLS

- *Programming, Scripting & Markup Languages:* C/C++, JavaScript, C#, HTML5, CSS3, SQL
- *Libraries, Frameworks and Engines:* Unreal Engine 4, Unity, React.js, Bootstrap, SFML, Phaser 3, ASP.NET Core MVC, .NET Framework

PROJECTS

“Galactic Guardian” – C++ Console App Game, github.com/ebender17/Galactic-Guardian-

- Designed and developed a top-down space shooter in three days for technical C++ programming interview challenge
- Coded a scene management system, player input, simple player physics, object collision, naïve enemy AI

“Mars Rocket” – Unity 3D Project, github.com/ebender17/rocket_boost

- Programmed a single player mini game where player rocket must navigate past obstacles to end destination
- Learned fundamentals of Unity 3D such as input binding, rigidbodies, scene management, particle effects and more
- Designed several levels in Unity Editor with basic geometric primitives

“Tank Attack” – Unreal Engine 4 Project, github.com/ebender17/TankAttack-

- Coded a single player mini game where objective is to destroy enemy tanks
- Programmed player input and controllers, health component, game rules, object destruction, spawning, etc. in C++
- Familiarized self with Unreal Editor while designing level and working with Unreal Blueprints

“Example Shooter” – (In Progress) Unreal Engine 4 Project,

github.com/ebender17/ExampleShooter

- Programming single player, third-person shooter level
- Utilized Unreal features such as Animation Blend Spaces, AI Behavior Trees
- Coded character input and controllers, damage and health systems, game rules, spawning, AI aiming

WORK EXPERIENCE

Siemens, Milford, OH

Junior Web Developer

Co-op January 2020 – August 2020

Part-time Employment August 2020 – Present

- Worked with scrum team to develop and maintain Siemens’ satellite sites
- Utilization of JavaScript web development, including use of npm and React
- Operated headless CMS to develop static websites using React and Eleventy
- Application of cloud computing platforms through Amazon Web Services
- Enhanced professional communication/presentation skills
- Proficient at team based, remote networking utilizing Microsoft Teams

Country Fresh Farm Market & Wine Depot, Cincinnati, OH

Cashier, March 2019 – November 2019

Graeter’s Ice Cream, Cincinnati, OH

General Employee, March 2015 – August 2016

EDUCATION

BS/MS, Information Technology, Software Development

University of Cincinnati, OH

Expected Graduation May 2022

- Cincinnati Scholarship Recipient, 4 years
- BS: 3.983 GPA, 129 credit hours
- MS: 4.0 GPA, 6 credit hours

Availability for Co-Op: May 3rd – August 13th, 2021