

# Emily L. Bender

(513) 453-3205 | benderel@mail.uc.edu

linkedin.com/in/emily-bender-655934190 | resume site: ebender17.github.io

## SKILLS

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

## PROJECTS

### **“Galactic Guardian” – C++ Console App Game, [github.com/ebender17/Galactic-Guardian-](https://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](https://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-](https://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” – (Current Project) Unreal Engine 4 Project,**

**[github.com/ebender17/ExampleShooter](https://github.com/ebender17/ExampleShooter)**

- Programming a single player, third-person shooter
- Coded character input and controllers, gun shooting utilizing raytracing, damage and health systems, game rules, weapon spawning, AI behavior
- Utilized Unreal features such as Animation Blend Spaces, AI Behavior Trees, Complex State Machines

## 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 3<sup>rd</sup> – August 13<sup>th</sup>, 2021**