

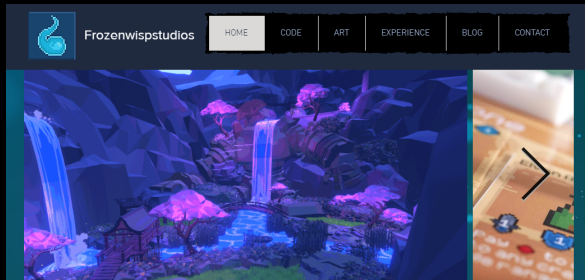


# BENJAMIN MCNEILL

*Game developer (Programmer)*

## PORTFOLIO

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**Benjamin McNeill**  
**Programmer, Artist, Game designer.**

*A passion for games and the knowledge to make them.*

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## CONTACT ME

Christchurch

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New Zealand

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## HARD SKILLS

- Game developer for 7+ years
- Full stack developer
- Programming Languages (C#, Java, C++, JavaScript, HTML, CSS, SQL, Python, GML)
- Game Engines(Unity, GMS2, Unreal)
- V.R Development for mixed Reality, Oculus, Android Phones
- 3D modeling/texturing(Maya,Blender)
- Github/Gitlab/Repos
- Trello, Jira, MS Office

## SOFT SKILLS

- Scrum,Agile,Waterfall
- Team work
- Time management
- Overcoming obstacles
- Creativity

## EMPLOYMENT HISTORY

### Seipp Construction (Fullstack developer)

*2019 November- 2020 february*

Creating a website and application to manage the paper work load like time sheets,daily reports and taking pictures for company evidence. This required C#,HTML,CSS,JavaScript,SQL,Java.

### Dinobyte softworks, Work from home - Freelance Lead Programmer

*2016 October- 2017 february*

- Creating a prototype for Pax fully playable on the ground floor. This required GML/ Gamemaker game engine.

### C.A.T Clutch, Work from home - Freelance Pixel Artist/Animator

*2016 November - 2016 December*

- Creating animations for digital handbags under client's specifications. This requied Photoshop/Research Skills.

## ACADEMIC BACKGROUND

### University of Canterbury

*Product design in applied game design*

Year 2018 - present

- Unity development for V.R/AR
- 3D printing
- Board game development
- Gamemaker 2 2D development
- Unreal development
- Markerting

## REFERENCES

### Jonathan Medina

*- CEO of Dinobyte Softworks*

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