

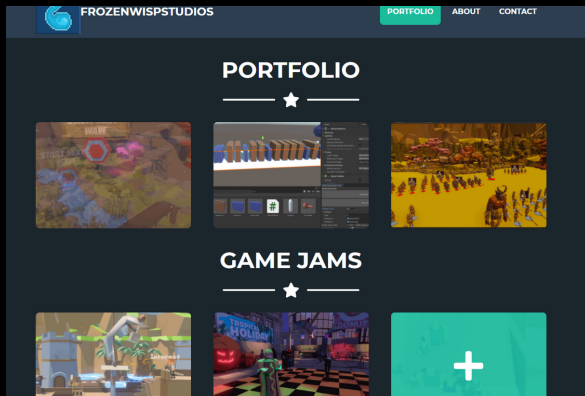


# BENJAMIN MCNEILL

*Game developer (Programmer/Designer)*

## PORTFOLIO

[My Portfolio Click Here](#)



## CONTACT ME

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<https://github.com/frozenwispstudios>

## HARD SKILLS

-Game developer freelance for 6 months of paid work over a few jobs.

-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

-Scrum,Agile,Waterfall

## SOFT SKILLS

-Team work

-Time management

-Overcoming obstacles

-Creativity

-Determined

-Curious

-Eager to learn

## EMPLOYMENT HISTORY

**Seipp Construction -Fullstack developer (<https://seipp.co.nz/>)**

*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,bootstrap,SQL,Java.

**Dinobyte softworks, Work from home - Freelance Lead Programmer (<https://www.dinobytesoftworks.com/>)**

*2016 October- 2017 february*

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

**C.A.T Clutch, Work from home - Freelance Pixel**

**Artist/Animator (<https://creativeartsandtechnology.com/>)**

*2016 November - 2016 December*

- Creating animations for digital handbags under client's specifications. This required 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

- Marketing

## REFERENCES

**Jonathan Medina (Bounty in Gamemaker)**

*- CEO of Dinobyte Softworks (<https://www.dinobytesoftworks.com/>)*

Mobile: 4077483473

Email: jonnjayden2009@gmail.com

**Thammathip Piumsomboon (Unity V.R)**

*- University of Canterbury V.R Lecturer*

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**Nicky Hanger (Full-stack job)**

*- Seipp Construction (<https://seipp.co.nz/>) Office Manager*

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Email: admin@seipp.co.nz

# Achievements

## Freelancing

I freelanced throughout the end of high school and on my university breaks where I can. I Worked on projects for like Bounty and Strife and Sacrifice both as a paid contractor /freelancer.

## Full-stack

My full stack knowledge was limited at the time of my hiring but I was able to develop and deploy a server and website that was connected to an app that employs would send data to. I had to make the website easy to use and make it so people in the office could download these weeks' pay and a lot of other details including images for proving vehicle check-ups. I also designed the App using Abode XD.

## Presenting at Armageddon(CHCH), Orlando ix

My seconded year V.R projects where the only ones showed off at Armageddon 2019 form The university of Canterbury.

In 2020 they showed off 2 more of our games out of 4 for the whole school of Applied immersive game design.

My contractor wanted a build of Bounty ready for Orlando ix within 6 weeks and was able to present it live with users on the convention floor.

## Personal stuff

I also programmed my portfolio and took all the screen shots and gifs, While also trying to run my Instagram and twitter for marketing use.

They have shown use when marketing small things like gamejam votes and meeting new people/getting freelance jobs.

# Gamejams

I love game jams its the best way to test your metal and to test out new designs.

I have a cool small team of friends that I develop with every game jam and slowly finding more to join in.

I have attended all NZs gamejams for the past 3 years including the global gamejams all being hosted at my uni, University of Canterbury.

Sinking Sailors theme repair, This came 2nd place in Christchurch ended up winning a prize from CHCHGamedevelopers which is a awesome meet up hosted at the Epic center  
<https://frozenwipstudios.itch.io/sinking-sailors>

Wing-mans Halloween This was really popular and was my most recent game jam the theme being proximity. Check it out with a friend.  
<https://frozenwipstudios.itch.io/wingman>

How to make friends a simple local multiplayer game me and a friend built this to learn more about AI in the Unity game engine. Check it out with a friend.  
<https://frozenwipstudios.itch.io/wingman>