

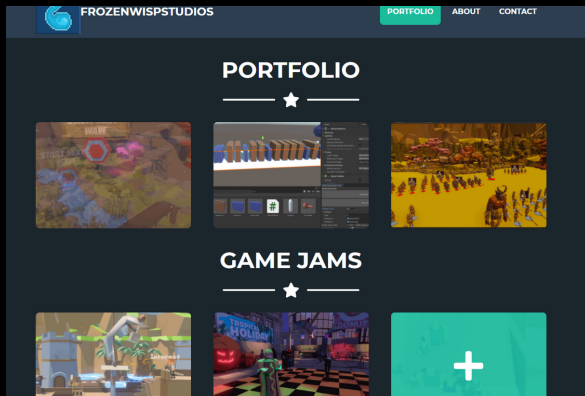


# BENJAMIN MCNEILL

*Game developer (Programmer/Designer)*

## PORTFOLIO

[My Portolio Click Here](#)



## CONTACT ME

Christchurch , New Zealand

CellPhone: 022 463 0075

Email: [frozenwispstudios@gmail.com](mailto:frozenwispstudios@gmail.com)

Discord: frozenwisp#2410

[linkedin/ben-mcneill](https://www.linkedin.com/in/ben-mcneill)

<https://twitter.com/frozenwisp>

<https://github.com/frozenwispstudios>

## 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
- Scrum,Agile,Waterfall

## SOFT SKILLS

- Team work
- Time management
- Overcoming obstacles
- Creativity
- Determined
- Curious
- Eager to learn

## 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,bootstrap,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 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](mailto:jonnjayden2009@gmail.com)

### Thammathip Piumsomboon (Unity V.R)

- *University of Canterbury V.R Lecturer*

Phone: +6433690641

Email: [tham.piumsomboon@canterbury.ac.nz](mailto:tham.piumsomboon@canterbury.ac.nz)

### Nicky Hanger (Full-stack job)

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

Phone: 03 423 1718

Email: [admin@seipp.co.nz](mailto: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.

# 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>