

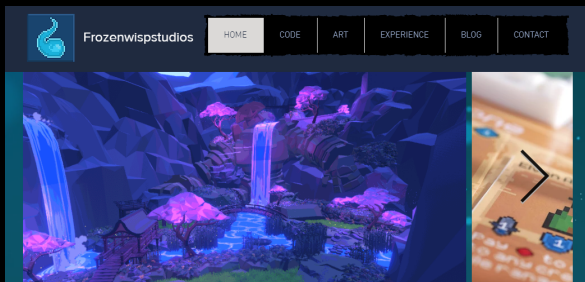


BENJAMIN MCNEILL

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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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

SOFT SKILLS

- Scrum,Agile,Waterfall
- Trello, Jira, MS Office
- Team work
- Time management
- Overcoming obstacles

CONTACT ME

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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

EMPLOYMENT HISTORY

Seipp Construction (Fullstack developer)

2019 November- 2020 february

Creating a website and application to manage the paper work load like timesheets,daily reports and taking pictures for company evidence.

Dinobyte softworks, Work from home - Freelance Lead Programmer

2016 October- 2017 february

- Creating a prototype for Pax fully playable on the ground floor

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

2016 November - 2016 December

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

REFERENCES

Jonathan Medina

- CEO of Dinobyte Softworks

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