

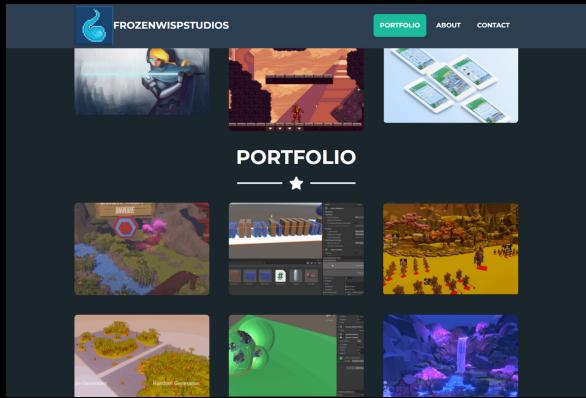


BENJAMIN MCNEILL

Game developer (Programmer/Designer)

PORTFOLIO

[My Portfolio Click Here](#)



CONTACT ME

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https://twitter.com/_frozenwisp_
<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(Unity)
- Unity Networking (mirror) multiplayer
- Unity Editor tool development
- 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

International Antarctic Centre - Game Designer (<https://www.iceberg.co.nz>)

2020 July- 2020 November

- This required a lot of research into lots of different climate change topics as well as mobile game-play, U.I, demographics, market research and more. Unity was the game engine used to prototype and we did user study's through qualtrics.

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.dinobytessoftworks.com/>)

2016 October- 2017 february

- Creating a prototype for Orlando ix fully playable on the ground floor. This required GML/ Gamemaker game engine which lead to A.I, U.I, game play programming, and even some art to fill in the cracks.

ACADEMIC BACKGROUND

University of Canterbury

Product Design in Applied Immersive Game Design

Year 2018 - present

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

REFERENCES

Nicky Hanger (Full-stack job)

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

Phone: 03 423 1718

Email: admin@seipp.co.nz

Min Min thein (Full-Stack)

- *Stats NZ (Analyst Developer)*

Phone: +64272715754

Email: minminthein@gmail.com

Jonathan Medina (Bounty in Gammaker)

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

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Email: jonnjayden2009@gmail.com

Thammathip Piumsomboon (Unity V.R)

- *University of Canterbury V.R Lecturer*

Phone: +6433690641

Email: tham.piumsomboon@canterbury.ac.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 Adobe XD.

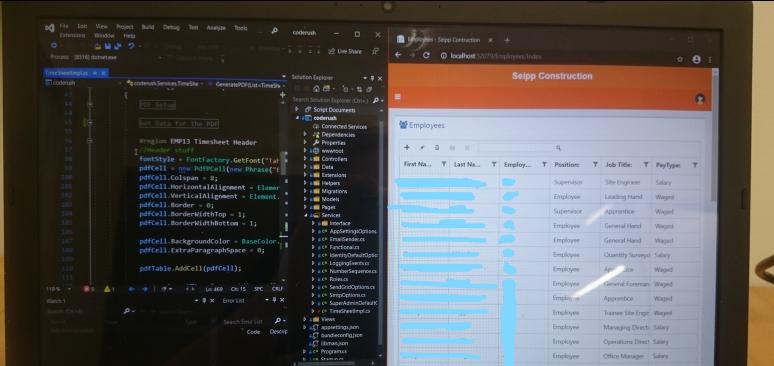
Presenting at Armageddon(CHCH), Orlando ix

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. Below are just some.

Sinking Sailors

<https://frozenwipstudios.itch.io/sinking-sailors>

Sinking Sailors theme repair, This came 2nd place in Christchurch ended up winning a prize from CHCH Game developers which is a awesome meet up hosted at the Epic center.

How to make friends

<https://frozenwipstudios.itch.io/how-to-making-friends>

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.

Wing-mans Halloween

<https://frozenwipstudios.itch.io/wingman>

Wing-mans Halloween This was really popular and was my most recent game jam the theme being proximity. you need to pair people up to keep the party going. I worked on the A.I and level design

