

# Humberto Benitez

## Programmer

<https://hjbenitez.github.io/> 

<https://www.linkedin.com/in/hjbenitez/> 

[hjbenitezdev@gmail.com](mailto:hjbenitezdev@gmail.com) 

Mississauga, ON L5N 1R2 

### Technical Skills

#### Engines

Unity 2D/3D

Unreal Engine 4/5

#### Programming Languages

C#

C++

#### Audio

Reaper

FMOD

#### Other

GitHub

Jira/Trello/ClickUp

Miro

### Soft Skills

Communication Skills

Interpersonal Skills

Adaptable

Quick Learner

Team Player

Critical Thinker

Punctual

### Languages

#### English

Primary Fluency

#### Spanish

Limited Working Proficiency

### Interests

Fitness

Guitar

Video Games

Reading

### Qualifications

- Familiarity with Unity 2D/3D and Unreal engine.
- Knowledgeable in C# with experience scripting, documenting, testing, and debugging.
- Learning C++ programming through online courses from Udemy
- Have basic understandings of sound design concepts and have experience using Reaper & FMOD.
- Experience using version control software and its concepts (committing, pulling/pushing, merging, etc)
- Experience using the Agile methodology and its concepts

### Education

**Game Design – Honours Bachelor Degree** **Expected APR 2024**  
**Sheridan College, Oakville, ON**

- Honours GPA 3.72

### Projects

#### Stop and Breathe

2024

- Oversaw and implemented multiple mechanics.
- Worked with another programmer to coordinate workload.
- Utilized proper source control techniques and solved conflicts when they arose.

#### One Month at a Time

2023

- Was able to learn and work with another tool (Fungus Unity).
- Worked in a small team and was the sole programmer.
- Part took in team discussions about game design and ludo-narrative harmony with those design choices.

#### The Hanger

2023

- Created mechanics that fit the requirements of the level design.
- Familiarized myself with Unreal Engine and its tool.

#### Gunsmith

2022

- Followed 3D asset creation principles (modelling, creating UVs, texturing, etc) to create an asset.
- Followed UI and UX principles to create a scannable and readable HUD.
- Collaborated and shared work with other students.

### Experience

#### Front-End Supervisor

NOV 2021 to OCT 2022

*Real Canadian Superstore – Mississauga, ON*

- Ability to effectively communicate between departments to resolve issues.
- Demonstrated problem-solving skills when an issue arises on the lanes or at customer service.
- Ability to effectively communicate between departments to resolve issues.