

Nicholas Benson

nbenson@mit.edu

(818) 939-2384

70 Amherst St Apt 333D
Cambridge, MA 02139

education

2012 - 2016

Massachusetts Institute of Technology. Humanities & Engineering with Computer Science and Comparative Media Studies, minor in Music, expected June 2016. Performances with the Chorallaries of MIT, Shakespeare Ensemble, and Chamber Chorus.

experience

2016 Spring term

MIT Media Lab - Education Arcade. Currently developing Committee of N, originally a card game designed to teach students and educators about the development of the American educational system, into an asynchronous web game using Nodejs and Postgres.

2016 Spring term

6.UAR: Undergraduate Research. Currently developing a muscle simulation and control system using Unity and NARX neural networks trained in MATLAB from simulation data.

2015 Fall term

MIT Computer Science and Artificial Intelligence Laboratory - Genesis Group. Designed and developed a story-authoring tool to make it easy for native English speakers to write stories in "Genesese," a grammatical subset of English understood by the Genesis AI.

2015 Summer

Blizzard Entertainment. Tools team intern for World of Warcraft. Designed and developed a database history management tool, integrated it as C# .NET into a C++ MFC application codebase using managed C++ interop.

2015 Spring term

21M.359: Interactive Music Systems. Produced Kami, an Oculus VR and Leap Motion game, as the final project for Eran Egozy's class in interactive music systems.

2014 Fall term

MIT Game Lab. Undergraduate TA for MIT edX online course, Introduction to Game Design. Reviewed and edited course content. Moderated and engaged with students in the forums, helping to facilitate communal feedback on students' projects.

2014 Summer

Tufts University - Laboratory for Playful Computation. Designed and developed a time-keeping server to synchronize musical commands from client machines using the OSC protocol. Extended codebase of the Laboratory's open LEGO robotics platform, BlockyTalky, to support musical commands over OSC.

2014 Spring term

CMS.610 - The Art, Science, and Business of Games. Recorded and implemented sound FX and vocals for The Little Things, a social justice, comedic fighting game as final project for Christopher Weaver's class on game development.

2013 Fall term

CMS.611 - Creating Videogames. Pitched Aquatic Evolver to the class for its final project, an evolution combat exploration game. Created art and sound assets while leading an 11-man team of programmers to create the game in four weeks at the end of the term.

portfolio

Links to prior projects can be found on my website.
<http://omono.me/>