

Nicholas Benson

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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.
- 2008 - 2012 **Stanford OHS.** Jan Keating Student Life & Leadership Award. Senior Class President. Founding producer, editor, cowriter for weekly(ish) school news and variety podcast.

experience

- 2015 Fall term **MIT Computer Science and Artificial Intelligence Laboratory - Genesis Group.** Currently designing and developing 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.
- 2013 Summer **Tufts University - Laboratory for Playful Computation.** Prototyped UI and front-end JavaScript game map generation using government satellite data of Vilas County, Wisconsin for educational simulation game Trails Forward.

portfolio

Visit my website to learn more about my projects and interests!
<http://omono.me/>