

Benjamin Wayne Long

Desired Occupation: Level Designer

Phone: (707)365-3034

Email: Bwlong@sbcglobal.net

- Proficient in a vast array of computer programs including but not limited to
  - ShiVa3D
  - Unreal Development Kit
  - Unreal Tournament 3 Editor
  - Source SDK
  - Maya
  - Silo
  - Lightwave
  - Mudbox
  - Photoshop
  - Mirage
  - Elder Scrolls Construction Kit
  - Gamemaker
- Programming Knowledgebase
  - Java
  - C++
  - Kismet
  - Gamemaker
- Employment History
  - Chico State Game Studios
    - 8/2009 - Current
    - Level Designer
    - Level Design Lead
  - Internship - IMC Productions
    - 2/21/10 - 5/21/2010
    - Modeled Campus buildings for Google Earth
    - Helped Film events on Campus
- Education
  - California State University
    - 2007 - Current
    - Applied Computer Graphics Major
  - Dixon High School
    - 2003 - 2007
    - Obtained Diploma