BENJAMIN BATES

CONTACT

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SKILLS

JavaScript

Java

Unity

GameMaker

PHP

Python

C#

CSS

HTML

TypeScript

.NET

Git

Node.js

SQL

REST APIs

AWS

PROFESSIONAL SUMMARY

Passionate and skilled Software Engineer with 9 years of experience, now focused on transitioning into a Video Game Programmer role. Strong background in programming with JavaScript, C#, and Python, combined with a deep love for video games and game mechanics. Adept at designing and implementing interactive and dynamic features. Excited to leverage my technical skills and problem-solving abilities to contribute to innovative gameplay solutions.

EXPERIENCE

August 2014 - March 2024

Software Engineer

Pharmaceutical Data Services, Hamden, CT

- **Led the development** of more than a dozen web-based applications using JavaScript, PHP, CSS, and HTML, contributing to a 30% increase in operational efficiency.
- **Designed and implemented** intuitive user interface and data visualization forms, improving usability and data accessibility for end-users.
- **Optimized existing code** and performed refactoring to enhance performance and maintainability.
- **Collaborated with cross-functional teams,** including UX/UI designers and project managers, to deliver features and updates on time and within scope.
- **Troubleshooted and resolved bugs** and issues, ensuring high-quality and reliable application performance.

GAME DEVELOPMENT PROJECTS

- **Unity Project**: Developed a prototype for an RPG, focusing on gameplay systems including combat, player progression, and randomized elements.
- **Sims 4 Mods:** Modified existing gameplay elements and created new gameplay modifications by editing Python files and using modding software.
- **GameMaker:** Created several small prototypes including a PacMan clone.

EDUCATION

May 2014

Bachelor's Degree in Computer Science

University of New Haven, West Haven CT