EB

ERIC BENSON
PROGRAMMER AND ARTIST | ERBENSON@WPI.EDU

OBJECTIVE

I am looking to join an organization to which I can contribute my skills and experience.

SKILLS

Programming:
Java, C, C++, SQL, Javascript, Gosu, Python, HTML, CSS, Racket

Software:
ZBrush, 3DSMax, Autodesk Maya, Blender, Graphics Gale, Photoshop

Skills:
Pixel Art, 3D Modeling, 3D Animation, 3D Rigging, 2D Animation

EXPERIENCE

ASSOCIATE IT DEVELOPER • AMICA MUTUAL INSURANCE • MAY 2016 –PRESENT
Hired as a developer to work on enhancement of Guidewire product. Have worked on a number of projects within this scope that involve enhancement, extension, and bug-fixing of the system.

GAME DEVELOPER • ETHEREAL GAMES • AUGUST 2018 – PRESENT
One of the founding members of Ethereal games, currently as an artist and programmer for the first major project. Currently directing the visual style of the project.

EDUCATION

INTERATIVE MEDIA AND GAME DEVELOPMENT • MAY 2016 • WORCESTER POLYTECHNIC INSTITUTE
Attended Worcester Polytechnic Institute for Interactive Media and Game Development. Graduated with a minor in Computer Science. Studied at Osaka University in Japan in 2015 and worked on a virtual reality project at the Toyonaka campus.

MANAGEMENT INFORMATION SYSTEMS • OCTOBER 2018 • BOSTON UNIVERSITY METROPOLITAN COLLEGE
Studied at Boston University Metropolitan College online masters program for two years for Management Information Systems. Have taken courses in website design, programming, digital forensics, and high-level computer architecture. Will graduate in October 2018.

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@EricBensonWPI

401-263-0324

LINKEDIN.COM/IN/ERIC-BENSON-4B4302112