ERIC BENSON
INTERACTIVE MEDIA AND GAME DEVELOPMENT MAJOR

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SKILLS

PROGRAMMING: C++, C, Java, Racket, DM, Javascript, Python, Gosu, Regex
DIGITAL PROGRAMS: Adobe Photoshop, Z-Brush, Autodesk Maya, 3ds Max, GIMP, Graphics Gale
VISUALS: 3D Modeling, 3D Texturing, Pencil Drawing, 3D Animation, 2D Animation, Pixel Art & Spriting

EDUCATION

Boston University Metropolitan College
Masters of Science in Computer Information Systems
Currently enrolled

Worcester Polytechnic Institute of Technology
Interactive Media and Game Development Major 2016
Computer Science Minor 2016

EMPLOYMENT

Amica Mutual Insurance
IT Associate

Lincoln, Rhode Island
Jun 2016 to Current

Application development for Amica Mutual Insurance

iD Tech
Instructor

MIT & Bentley University
Jun 2015 to Jul 2015

Worked as an instructor at iD Tech to teach classes on game development, visuals and game programming to students

PROJECTS

Hikari Hook
Jul 2015 to Nov 2015

*Worked with four programmers from WPI to create a 3D virtual reality game for the Oculus Rift with motion controls
*Entire project was created in Japan at Osaka University's Takemura Laboratory
*Designed all the models, textures, environments and foliage for the game world
*Created the backstory for the game and wrote the script for the game's story elements
*Presented the game to a group of Japanese professors and students at Osaka University

Piecycle
Jul 2015 to Oct 2015

*Japanese engineering project at Osaka University designed to simulate the feeling of riding a bicycle with another person
*Worked as an advisor and designer for the project to assist with production
*Helped implement code and design the physical model of the project

Mega Man X: Corrupted
May 2010 to Dec 2013

*Created, designed and animated twelve characters and enemies
*Designed and created several different objects and items in collaboration with other team members