Ben Connick

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Austin, TX

Profile

Experienced game engineer looking for the next challenge.

Experience

LEAD UNITY GAMEPLAY DEVELOPER, PERBLUE INC. MADISON, WI – 2017-PRESENT
- Started out implementing UI widgets in Java for Portal Quest and Disney Heroes.
- Created the UI for multiple titles built in Unity Engine
- Became lead engine dev; managed 4 direct reports
- Architected graphics and gameplay solutions for new titles built on Unity Engine
- Additionally, created automated build tools (Jenkins), integrated third party SDKs, and wrote native-to-Unity interfaces for iOS and Android apps.

UNITY DEVELOPMENT INTERN, GENIUS PLAZA; CLIFTON PARK, NY – SUMMER 2017
- Created and published 2 educational games for Android and iOS phones

UNREAL BLUEPRINTS PROGRAMMER, CHILDREN AMONG GIANTS; ROCHESTER NY – SUMMER 2016
- Created a vertical slice demo for *Whisper of A Lullaby*.

UNITY PROTOTYPE DEVELOPER, INFINITY ALGORITHMS; SAN FRANCISCO, CA – SUMMER 2015
- Created playable prototypes to demonstrate value to investors
- Scripted game behaviors, managed and adapted 3D models, sound, video, image, and text assets.

WEB APPLICATION DEVELOPMENT INTERN, EMONEY ADVISOR; CONSHOHOCKEN, PA – SUMMER 2014
- Created an interactive educational tool for financial advisors and advisor-clients.
- Brought interactive media perspective to product brainstorming meetings.

Education

Rochester Institute of Technology – Bachelor of Science, Game Design and Development, May 2017 Summa Cum Laude (GPA 3.9)

Skills

Unity3D, C#, C++, JavaScript, Swift, Objective C, Git, SVN, Jenkins, Java, Groovy, Android, iOS, WebGL, OpenGL, Unreal Engine, Game Design, Photoshop, Maya, Management