

# BEN CONNICK

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Austin, TX

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## PROFILE

Experienced Senior Software Engineer specializing in Tools and Gameplay development. 8 years industry experience developing leading mobile games titles.

## EXPERIENCE

### Senior SWE, Imangi Studios; Raleigh NC (Remote) — 2023-Present

Developed tools and game features for Temple Run Legends and other titles in the Temple Run franchise. Primarily Unity Engine with other proprietary software.

### Lead Gameplay Developer, PerBlue; Madison, WI — 2017-2023

Implemented UI in Java for Portal Quest and Disney Heroes. Unity Canvas UI for multiple unreleased titles. Managed 4 direct reports while lead of the engine team. Architected graphics and gameplay solutions for new titles built on Unity Engine. Created automated build tools (for Jenkins), integrated third party SDKs, and wrote native-to-Unity interfaces for iOS and Android apps.

### Intern, Genius Plaza; Clifton Park, NY — Summer 2017

Created and published 2 educational games for Android and iOS phones.

### Intern, Infinity Algorithms; San Francisco CA — Summer 2016

Created playable prototypes of to demonstrate value to investors. Scripted game behaviors, managed and adapted 3D models, sound, video, image, and text assets.

### Intern, eMoney Advisor; Conshohocken, PA — Summer 2014

Created an interactive educational tool for financial advisors and advisor-clients.

## EDUCATION

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

## SKILLS

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