

Benjamin Smith

<https://bnsmithportfolio.com>

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Video Game Programmer | Software Engineer

Technical Skills

C#, C++, Unity, Unreal Engine 4+5, GitHub, Autodesk 3DS Max, Adobe Photoshop, Premiere, After Effects

Experience

Lead Gameplay Programmer – Broken Bag Games, Fairfax, VA, August 2023 – Present

- Currently developing a sci-fi grand strategy game from the ground-up in Unreal Engine 5, creating from scratch systems such as hex-based grid movement, fog of war, resource management, and faction relationship trees.
- Assisted coworkers in transitioning to Unreal from the Unity Engine and learning to work with both Blueprint visual scripting and C++ code.
- Closely and regularly communicated with designers, artists, and sound/music designers about asset implementation and feature creation throughout development, ensuring a unified vision and scope among all group members.

VR Game Developer – Great Victory Legends, Inc., Fairfax, VA, May 2023 – Dec 2023

- Utilized C#, vector math and physics, and state machine design patterns in the Unity Engine to assemble 3 enemy types and a multi-phase boss fight in a horde-style virtual reality shooter.
- Developed an in-depth and designer-friendly wave creator, allowing for customization in which enemies spawn in which lane, what items drop at the start of each wave, and other handy features.
- Implemented UI art and created the functionality for displaying player performance statistics and enemy wave progress using the Unity Engine's UI system.

Gameplay Programmer – 31 Maniacs, Fairfax, VA, Jan 2023 – May 2023

- Designed and programmed all behavior systems for 3 boss fights in a 2D boss rush bullet hell, including over 15 attack patterns and 3 high-spectacle phase transitions.
- Created 4 highly customizable and portable hazard behaviors to produce over 20 unique environmental hazards and enemy attacks.
- Communicated with over 30 coworkers in art, sound, design, and programming fields to ensure all assets were correctly implemented and the vision for the game was made a reality.

Operations Crew Leader/Drummer – GMU Green Machine Pep Band, Fairfax, VA, August 2021 – May 2024

- Flexibly and efficiently organized the (dis)assembly, sound check, performance, and upkeep of the band's drum set and speakers in uncertain, fast-paced environments.
- Coordinated with over 100 fellow band members in learning and performing nearly 100 different songs at basketball games, student convocations, and other school and sport events.

Education

Bachelor of Fine Arts in Computer Game Design, George Mason University, Fairfax VA

- Achieved the Game Design Certificate for Excellence in Programming, based on professor consensus
- Dean's List for 3 school years
- GPA – 3.80
- Relevant Classes: Video Game AI Independent Study (Unreal Engine 5, C++), Senior Game Design Capstone (Unreal Engine 5, C++), Applied Coding for Games (C++), Online and Mobile Gaming (Unity, C#), Analytic Geometry/Calculus 1 & 2, Physics and Everyday Phenomena