

Benjamin Cooney

Code Craftsman.

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Languages

C++ (expert),
C (proficient),
Java (proficient),
JavaScript (experienced)

Platforms

Unreal 4 (expert),
Unity (proficient),
HTML5 (experienced)

Technologies

Git (SourceTree),
Blender,
Adobe Illustrator,
Visual Studio

Education

University of California, Santa Cruz

Bachelors of Science in Computer Science: Computer Game Design

Projects

Distance - Unreal 4 (C++) - Jan 2015 - Jul 2015

- Systems designer, on a team of four, for two player action adventure game.
- Created item and inventory systems, and integrated with interactive HUD.
- Implemented networking, including item spawning and enemy interactions.
- Incorporated dynamic camera system for tracking multiple players, enemies, and items.
- Designed game website, with system for easily updating and featuring blog entries.

A Day In The Life Of David Wessman - Unity (C#) - Jul 2014

- Gameplay developer and animator, on a team of three, for two player fighting game.
- Designed and implemented an animation-based combat system, which varied for each character.
- Implemented camera system for following multiple players and objects.
- Animated character sprites using 2D rigging.
- Published to [Kongregate](#).

Chango Uncaged - HTML5 / Canvas (JavaScript) - Jan 2014

- Systems designer, on a team of three, for single player, stealth-puzzle game.
- Created light-based stealth/tracking system for player interaction with enemy AI.
- Programmed AI system for tracking and reporting player information to other AI.
- Collaborated in level design to incorporate stealth system.

Dairy Decimation - GameMaker 8 - Jun 2012

- Programmer, on a two person team, for a single player, tower defense game.
- Designed weapons and traps to be used in wave-based combat.
- Created individual AI for each enemy type, and a currency-based enemy spawning system.