

# BENJAMIN PARISI

Video game developer

513 E. Santa Inez Ave. San Mateo, CA 94401

Ben@ParisiDesign.com

ParisiDesign.com

(951) 447-3702

## SUMMARY:

---

A passionate and self motivated software and game developer. Has been creating and releasing video games as a hobby, and then professionally, for over ten years. Excellent communication and teamwork skills. Experience in both corporate and freelance environments. Delivers quick results above expectations. Experience in both developer and manager roles.

## TECHNICAL EXPERIENCE:

---

Unity	C#	Maya	Flash Professional
Unreal Development Kit	Actionscript3.0	Photoshop	Sketch / Framer
Javascript / HTML5	Android Studio / Java	Illustrator	After Effects

## RELATED SKILLS:

---

Object oriented programming and design patterns, 3D modeling, UV mapping and texturing, rigging, animation, UI design and implementation, project management, GIT, Perforce, VR, Google Cardboard, a firm understanding of game production pipelines, superb customer service skills, a keen eye for detail, takes critique well.

## RECENT EXPERIENCE HIGHLIGHTS:

---

**Playstudios** Burlingame, CA July 2017 - Present

### *Game Programmer*

Used Unity to develop game content for myVEGAS slots.

Worked closely with technical artists to build out new game features.

Served in a rotating position as my team's GIT workflow captain.

Worked with multiple app development teams to develop strategies for porting content.

**Razer** San Francisco, CA March 2017 - July 2017

### *UI Prototyper*

Developed prototypes for UI features for on the Razer Phone in Android Studio.

Used Sketch and Framer to develop interactive mock-ups of apps.

Created UX designs for new apps still in the pre-production.

Created logo and graphic designs, which conformed to existing app designs and company brand

**International Game Technology** San Francisco, CA June 2013 - November 2016

### *Software Developer*

Developed mobile slot machine games on a proprietary HTML5/Javascript framework.

Programmed the Flash side of a cross-platform shared liquidity jackpot product.

Created content for both real money and social markets.

Developed rapid prototypes of game concepts from the design team.

Given "Rising Star" award in recognition of being the most promising new employee that year.

## RECENT PERSONAL PROJECTS:

---

### **Hat Fight**

#### *Project Manager, Programmer, Tech Artist*

Currently developing a two to four player couch multiplayer game, targeting Steam, using Unity.

Responsible for game design, programming, marketing, and producing.

Contracted artists to create visual and audio assets.

### **Experiments with VR**

#### *Programmer, 3D Artist*

Developed interactive experiences targeting Google Cardboard using Unity.

Created and textured models using Maya, Photoshop, and Unity's Shader Forge plugin.

Optimized rendering to 60fps through the Unity Profiler

## EDUCATION:

---

**Ex'pression College for Digital Arts**, Emeryville, CA

**Valedictorian**

Bachelor of Applied Science, Game Art & Design

October 2012

*References available upon request*