

# BENJAMIN PARISI

Video game developer

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## SUMMARY:

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A passionate and self motivated software and game developer. Has been creating and releasing video games since age sixteen. Excellent communication and teamwork skills. Experience in both corporate and freelance environments. Delivers quick results above and beyond expectations. Experience in both developer and manager positions.

## TECHNICAL EXPERIENCE:

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Unity	C#	Autodesk Maya	Flash Professional
Unreal Development Kit	Actionscript3.0	Photoshop	Flash Builder
Javascript / HTML5	Python	Illustrator	After Effects

## RELATED SKILLS:

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

## RECENT EXPERIENCE HIGHLIGHTS:

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

*Software Developer*

Programmed the Flash side of a multiplatform, cross studio, shared liquidity jackpot product.

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

Created content for both for wager 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.

**Hat Fight** Emeryville, CA December 2014 - Present

*Project Manager and Programmer*

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 game assets.

**Killer Banshee** Emeryville, CA December 2012 - January 2013

*Lesson Planner, Programmer, and Lab Instructor Assistant*

Designed and programmed lesson plans for the User Interface Design class at

Expression College for Digital Arts. Wrote heavily commented code with new

Actionscript 3.0 users in mind, as well as supplemental info graphics.

Gave one on one lab instruction to students, teaching programming fundamentals.

**Minted** San Francisco, CA November 2012 - December 2012

*Design Associate*

Worked in an office setting, using Adobe Illustrator and In Design to edit customer

submitted greeting card designs for optimal paper print quality. Met and exceeded

daily quotas of customer orders.

**Illumina Visual** Emeryville, CA August 2012 - October 2012

*Application Designer and Programmer*

Worked with synthetic biologists from The Joint Genome Institute to design and

program a game describing the process of synthetic biology in layman's terms,

to be played on a dedicated terminal at a Berkeley open house.

## EDUCATION:

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

**Valedictorian**

Bachelor of Applied Science, Game Art & Design

October 2012

*References available upon request*