

BENJAMIN PARISI

Video game developer

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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. Experience in both corporate and freelance environments. Experience in both developer and producer 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, takes critique well.

RECENT EXPERIENCE HIGHLIGHTS:

Playstudios Burlingame, CA July 2017 - August 2018

Game Programmer

Used Unity and C# to develop game content for myVEGAS slots.
Worked closely with technical artists to build 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 (Contract) March 2017 - July 2017

UI Prototyper

Developed prototypes for UI features 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 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

Producer, 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