

BENJAMIN PARISI

Video game developer

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TECHNICAL EXPERIENCE:

Unity / C#
Cocos 2d / Creator
Javascript / HTML5

VR
Google Cardboard
Maya

Sketch / Framer
Photoshop
Illustrator

Flash
Actionscript3.0
Android Studio

RECENT EXPERIENCE HIGHLIGHTS:

Curriculum Associates San Francisco, CA September 2019 – February 2020

Software Engineer

Use Unity to develop and update educational math games for iOS and web.
Use Python and Jenkins to automate build processes.
Write unit tests for game components which interact with back end.
Work closely with the design team to bring their visions to life.

Byton Santa Clara, CA (Contract) June 2019 – August 2019

Unity Engineer

Develop Unity prototypes specifically for the BYTON prototype car hardware.
Implement prototypes proposed by the design teams.
Integrate new hardware, sensors, and screens into the seating buck.
Support technical artists and UI designers in implementing their work.

Lumos Labs (Lumosity) San Francisco, CA November 2018 – March 2019

Live Ops Game Engineer

Developed and released new game content on iOS, Android, and web.
Used Cocos Creator, Cocos2d, Unity, and Flash to fix bugs reported in live games.
Inserted and monitored in game metrics tools for A/B testing.
Maintained clean version control histories for non technical team members.

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:

Beach Bar VR / Hat Fight / Others

I'm constantly developing indie games and prototypes. It's way more than I can fit here. Check out my website for videos.

EDUCATION:

Ex'pression College for Digital Arts, Emeryville, CA

Valedictorian

Bachelor of Applied Science, Game Art & Design

October 2012