Benjamin Laws

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https://bendious.github.io
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SKILLS

12+ years programming experience, 8+ years games experience
Game engines: Unreal Engine, Unity, Volition proprietary engine, personal engine
Specialties: designer- and player-facing gameplay systems, prototype
  review/stabilization, design and technical feedback, custom algorithms
Languages: C/C++, C#, Python, Perl, Bash, C-shell, HTML, CSS, JavaScript
Graphics: OpenGL/GLSL, Vulkan, SDL, Maya, Blender
Version control: Git/GitHub, Perforce, Gerrit
Development environments: Windows, Macintosh, Linux/Unix
IDEs: Visual Studio, Eclipse, Xcode

EMPLOYMENT

GAMEPLAY PROGRAMMER – April 2023 to present
iRacing.com / Monster Games, Chelmsford, MA / Northfield, MN / Remote
- Architecting data- and gameplay-systems for each major game mode
- Creating tools to improve designer workflow and productivity

INDEPENDENT GAME DEVELOPER – August 2018 to present
- Engine-level and game-level work in Unity and custom engines
- Notable features: procedural levels and puzzles, tag-based intelligent randomized selection, 2D lighting

GAMEPLAY/SYSTEMS PROGRAMMER – July 2015 to August 2018
Deep Silver Volition LLC, Champaign, IL
- Member of the Tools, Combat, and Animation Systems teams
- Owned/maintained multiple software systems such as weapons and cameras
- Reviewed/revised designer implementations for stability and efficiency

SOFTWARE ENGINEER INTERN – May to August 2014
Garmin International, Olathe, KS
- Member of the Gemini MapDrawer team in the Automotive OEM division
- Optimized terrain drawing tasks by offloading to the GPU

EDUCATION

University of Notre Dame
Bachelor of Science in Computer Science
Class of 2015, 3.96 GPA

Coursework Sample – Fundamentals of Computing, Discrete Math, Unix, AI,
  Logic Design, Computer Architecture, Networks, Data Structures, Graphics,
  Databases, Coding Theory, Programming Paradigms, Theory of Computing,
  Operating Systems, Algorithms, Security, Video Game Design, Visual Effects

AWARDS

Dean's List: 2011, 2012 (twice), 2013 (twice), 2014 (twice), 2015
Reverend Thomas A. Steiner Engineering Prize: Spring 2015
Valedictorian Candidate: Spring 2015

ASSOCIATIONS   **Tau Beta Pi, Upsilon Pi Epsilon** – national engineering and CS honors societies