BENJAMIN USCINSKI

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OBJECTIVE To obtain a Game Programming position starting June 2014

EDUCATION CARNEGIE MELLON UNIVERSITY, PITTSBURGH PA
Masters of Entertainment Technology, May 2014

UNIVERSITY OF MARY WASHINGTON, FREDERICKSBURG VA
Bachelor of Science degree in Computer Science, August 2009
Bachelor of Science degree in Physics, May 2008

SKILLS **Programming Languages**: C, C++, Java, C#, PHP   **Operating Systems:** Windows, MacOS, Unix
Version Control: SVN, Git, Perforce   **Game Engines:** Unity3D, UDK
Development Cycle: Scrum   **Foreign Languages:** Japanese
Database Management: Sql, MySql   **Mobile:** Android (Unity 3D)

PROJECTS **LEAD PROGRAMMER**   January 2014 - Present
Sustainable Immersion – ETC Silicon Valley project – 7 person team   Client – Thalmic labs and Oculus
- Developing 2 minute game demo using Oculus Rift and Thalmic's Myo using Unity 3d
- Mapping movement of arm in real world to arm in virtual space using Gyroscope from Myo
- Using the muscle data from the Myo to create hand gestures
- Integrating team's work into builds and running demos for playtests

PROGRAMMER   January 2014 – Present
Personal Project – Independent Study: Unreal Engine(personal, ongoing)
- Prototype two games with the Unreal Engine

LEAD DESIGNER   August 2013 - December 2013
Hachibashi – ETC Osaka project - 8 person team   Client – a-dec
- Developed an Android tour guide application that uses AR and VR (Details under NDA)
- Designed tour guide application as well as 8 separate interaction points
- Created prototypes using Unity 3d and showed programmers who further refined the experience

PROGRAMMER   January 2013 – June 2013
Boundaries – Games for Change Festival – 8 person team   Client – Games for Change
- Developed pitch detection software for massive multiplayer theater experience
- Territory expansion using pitch detection of players' voices on their mobile devices
- Developed and published Unity 3d app to both Android and iOS marketplace
- Demonstrated and lead a live audience through the game at the Games for Change festival

DESIGNER AND PROGRAMMER
Frontier of Freedom – Game Design project – 2 person team   April 2013
- Designed and implemented tunnel runner game for Android

PROGRAMMER   August 2012 – December 2012
Building Virtual Worlds (BVW)
- Developed 5 virtual worlds in a rapid prototyping environment
- Programmed on five different platforms: Kinect, PSMove, Jam-O-Drum, Makey Makey and Eyegaze
- Used Unity3D game engine to develop single and multiplayer games
- Demonstrated 2 of my 5 games in the BVW show at the semesters end

PROFESSIONAL **GAME PROGRAMMING INTERN**   June 2013 – August 2013
EXPERIENCE *Visionary Works – Washington, DC*
- Prototyped web based game using Unity3d
- Edited sound files using Audacity, and synchronized them to game events
- Collaborated with designers of IP and presented multiple builds of game

EXECUTIVE PRODUCER   Fall 2010 – October 2012
Excision Film
- Revised and edited investor packet for distribution to investors.
- Recruited additional investors to raise capital for film budget.
- Consulted scene selection, talent, and setting from original movie script with fellow producers and director