Benjamin Hubner

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Skills

- Proficiency in C, C++, C#, Python, SQL, Java, Lua, GLSL, Unity, Unreal Engine, Git/SVN/Perforce version control workflow
- Experience in SCRUM/Agile development environments, using Jira and Confluence to track tasks and stay informed
- Skilled in creative problem solving and team communication and thrives in a collaborative and focused environment, both on-site and remote

Education

Champlain College | Burlington, Vermont
Bachelor of Science Degree in Game Programming with a Minor in Mathematics
Graduated May 2021

- GPA: 3.577 (4.0 scale) | Champlain College Dean's List – Spring 2019, Fall 2020, Spring 2021
- Completed coursework includes: Graphics and Animation Programming, Advanced Real-Time Rendering, Senior Game Production, Game Architecture, Networking for Online Games, Artificial Intelligence in Games, Game Physics

Work Experience

InMotion Software | Austin, Texas (Remote)
October 2022 - March 2025
Junior C++ Developer

- Worked on both client and in-house game development projects:
  - For clients, worked on bug fixing and gameplay features for studio Visual Concept's *NBA 2K23* and *2K24* basketball game titles, fixing gameplay and backend issues for studio Minted Loot's Unreal Engine-based fantasy MMO *ChronoForge* (also gained experience using AWS GameLift for managing player/game sessions), and prototyping various game concepts in Unity for Netflix's game streaming system
  - For in-house projects, worked on various gameplay systems (mostly enemy and level/world functionality) and some design work when needed for Project Cipher in Unreal Engine and extensive work on gameplay systems and UI functionality in Project Ashes in Unity

Survios | Los Angeles, California (Remote)
January 2022 - July 2022
Software Engineering Intern/Contract Work

- Working on various gameplay features of *Alien: Rogue Incursion*, a recently released Unreal Engine 5 game set in the Aliens universe
  - Worked on many parts of the project including player movement/interaction, enemy behavior/reaction, gameplay systems (saving/loading, visual effects), etc.
  - Worked alongside artists and designers to create/improve features to their specifications
- Started as a three month paid internship, but evolved into contract work for additional three months

Back To The Game | Montreal, Quebec, Canada
September 2019 – December 2019 (Champlain College Fall Semester 2019)
Game Programming Intern

- Worked on *City Cleaner*, a city management simulator focusing cleaning and protecting the environment
  - Worked on dialogue and data implementation, graphics shaders for pollution, and User Interface
- Worked in the Unity game engine using C# in Visual Studio, also gained experience working with Google Sheets API integration

Projects

Live/Wire
September 2020 - May 2021
Live/Wire is a multiplayer competitive shooter where teams of 4 players go head-to-head to get the most kills in a set amount of time, using a variety of weapons and a grappling hook for advanced movement. Developed collaboratively as a lead programmer of a team for Senior Production class at Champlain College through Senior year (Fall 2020 – Spring 2021) in the Unreal Engine using C++ in Visual Studio with Git workflow. Project: https://wildvillage.crd.co/#live-wire