

Benjamin Hubner

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Skills

- Proficiency in C, C++, C#, GLSL, Unity, Unreal Engine, Git workflow
- Experience in SCRUM/Agile development environments
- Skilled in Creative Problem Solving and Team Communication
- Thrives in a collaborative and focused environment

Work Experience

Cierant Corporation | Danbury, Connecticut

June 2018 – August 2018 (Summer 2018)

Data Analyst and Documenter

- Helped work on and finish various projects including websites for publishing and printing companies that involved data display for company and client use.
- Used Visual Studio, C++, and HTML for creating the websites from company templates and formatting.

Back To The Game | Montreal, Quebec, Canada

September 2019 - December 2019 (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

Education

Champlain College | Burlington, Vermont, U.S.A.

Graduated May 2021

Bachelor of Science Degree in Game Programming with a Minor in Mathematics

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

Projects

Live/Wire

September 2020 - Current

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. Currently under development for senior year Capstone project

Project: <https://wildvillage.crd.co/#live-wire>

Yolk

January 2020 - August 2020

Yolk is an exploration platformer where the player takes control of Yolk, a small creature exploring its environment.

Project: <https://wildvillagegames.itch.io/yolk>