

BENJAMIN SANCHEZ

352-682-7409 / besanchez1@alumni.fullsail.edu / benjaminsanchez.com / Jacksonville, FL

PROJECTS

Wolfhammer Mobile

App Designer / Lead Programmer

Dec 2021 – Feb 2022

- *Practical mobile assistant for enjoying the most complicated playing format in golf* (Unity)
- Led programming and design of the mobile application, translated complex game scoring logic to app code
- Provided debugging, testing, and post-launch support to iterate and improve user experience

Iron Banana Knight

Game Designer / Lead Gameplay Programmer

Jan 2021 – Apr 2021

- *2D shooter-platformer incorporating mechanics from Megaman X, Hollow Knight and Metal Slug* (Unity 3D)
- Developed character controller, enemy state machines, save/load function, and systems to handle all physics and interactions between a combination of 3D objects and 2D sprites
- Conducted team code reviews and managed work schedule to meet project deadlines

Pre-existing Conditions

Game Designer

Sep 2020

- *Rogue-lite shooter that combined mechanics from Risk of Rain and Rogue Legacy* (Unity 3D)
- Managed all aspects of product development, from conception of game themes to rapidly prototyping mechanics
- Leveraged NavMesh for Enemy AI pathfinding and Raycast for shooting scripts

SCRAPS

Level Designer

Jan 2020 – Mar 2020

- *Constructed a factory with moving conveyor belts that integrated with the levels of 3 other designers* (Unity 3D)
- Designed levels and triggers with animated environment objects
- Coordinated with other level designers to assemble cohesive game

Castle Wars

Game Designer

Apr 2019 – Apr 2020

- *Analog turn-based card game based on offensive and defensive war strategy*
- Conducted extensive play testing to identify and fix quality and gameplay issues
- Iterated based on player feedback to solve technical problems, with multiple patches over a year

EDUCATION & SKILLS

Full Sail University

B.S. Game Design (3.63 GPA)

May 2021

University of Florida

Computer Science

Aug 2018

Engines: Unity 3D, Unreal Engine 4

Programming: C#, C++, Blueprints (UE4), Java, MATLAB, HTML, CSS

Methodologies: Scrum, Agile

Tools: Perforce, Trello, Git, Blender, Maya

EXPERIENCE

Instacart Shopper

Aug 2021 – Feb 2022

- Provided strong customer support and consistently delivered on-time and accurate orders