

# BENJAMIN SANCHEZ

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## PROJECTS

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### Wolfhammer Mobile (*Golf Betting App*)

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 (*2D Shooter-Platformer Game*)

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 (*Rogue-lite Shooter Game*)

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 the conception of game themes to rapidly prototyping mechanics
- Leveraged NavMesh for Enemy AI pathfinding and Raycast for shooting scripts

### SCRAPS (*Exploration Game*)

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 (*Strategy Card Game*)

Game Designer

Apr 2019 – Apr 2020

- *Analog turn-based card game based on offensive and defensive war strategy*
- Conducted extensive playtesting 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

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### Full Sail University

B.S. Game Design (3.63 GPA)

Mar 2019 - May 2021

### University of Florida

Computer Science in Engineering

Aug 2014 - Aug 2018

**Engines:** Unity 3D, Unreal Engine 4

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

**Methodologies:** Scrum, Agile

**Tools:** Perforce, Trello, Plastic SCM, Git, Blender, Maya

## EXPERIENCE

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### Instacart Shopper

Aug 2021 – Feb 2022

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