Ben Shackman

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Summery

Currently a game programming major at Becker College in Worcester MA, skilled in UI Programming, proficient in general Game Mechanics programming and Tools Design. Also possesses some experience in team management and Production.

Skill Set

- Experienced in use of both commercially available major game engines, Unity and Unreal
- Able to use C++, C# and Java for game and tools development
- Experienced with use of Command Line GIT, Plastic SCM and other means of version control.
- Competent in use of SDL and OpenGL for use in graphical and engine development.
- Has experience in the use of the above languages as well as Windows Presentation Format, Bash, and .ps1 utilities for use in tools design.
- Has an understanding and experience of managing many of the commonly used workflow management solutions including Kanban, Agile, and others.

Education

Currently studying for a bachelor's degree in Game Programming
Becker College : 2017 – Ongoing
Worcester MA

Experience

Programmer for Immortal Glade

Becker College Greenlit Studio : 2020 – Ongoing

- Developed generalized grid system for map management to simplify later development.
- Implemented custom dynamic A-Star based navmesh suited to the needs of Immortal Glade's specific needs.

Programmer and Producer for Cell Team 6

Becker College Game Studio : 2019 – 2020

- Responsible for GIT Deployment and workflow for Cell Team 6 Development Team.
- Developed mechanical backend for future implementation of combat mechanics.
- Assisted in team coordination and task management and distribution during the latter half of development.

Programmer for Waking Nightmare

Becker College Game Studio : 2018 – 2019

- Implemented detailed player Health and Fear system.
- Developed multiple UI systems for informing players of unique mechanics.
- Researched and assisted in the repair of a pre-existing GIT repository.
- Developed multi-platform tools to allow for easier use of version control without the use of the Command Line.