

Benjamin Cooper

+1-781-718-3386

benjamin.cooper@mymail.champlain.edu

www.linkedin.com/in/benjamin-cooper-cc2021/

www.bmcgameprogramming.com

CERTIFICATIONS & KEY SKILLS

- Computer programming (C# and C++, Java)
- Microsoft Office Suite, Unity 2D, Unity3D, Unreal Engine 4
- Exceptional mathematic skills in Algebra and Vectors
- Proficient in French Language (Basic Proficiency)
- Group collaboration and good communication between team members
- Leadership skills by ensuring others stay on task and meet deadlines

EDUCATION

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

Bachelor of Science Degree in Game Programming

Graduated: May 2021

- GPA: 3.5 (4.0 Scale) – Cum Laude
- Division of Information Technology and Sciences Dean's List: Spring 2018, Fall 2018, Fall 2020 Semesters
- Studied abroad in Montreal, Fall 2019

PROJECTS

SCORCH: Champlain College, Burlington, Vermont, U.S.A.

AI Programmer (Team of 14)

9/2020-5/2021

- Single player, FPS game with a unique lighting system for stealth
- Programmed enemy behavior and enemy combat mechanics in C#
- Created technical risk assessment documents and organized them in Redmine Pineapple

Interdimensional Crystal Zombie Murder Warriors: Champlain College, Burlington, Vermont, U.S.A.

Programmer (Team of 6)

4/2019-5/2019

- Single player, tower defense game, designed with a unique controller similar to the Skylanders' portal.
- Programmed wave combat system, enemy attacks and some mechanics, player tower attacks and mechanics, and part of the game loop in C#
- Created technical risk assessment documents and organized them in Redmine Pineapple

Sphere & Shield: Champlain College, Burlington, Vermont, U.S.A.

Programmer (Team of 2)

3/2020/5/2020

- Networked concept co-op game using Unity's Transport Level API
- Contained both asynchronous and synchronous elements
- Responsible for shooting mechanics and AI, as well as syncing these over a network

WORK EXPERIENCE

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

Accidentally Games

8/2020-5/2020

- Lead AI programmer for the team
- Worked with several other students from various majors to develop a shippable game
- Created an engaging combat loop with AI that react to the environment

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

No Quarters

8/2019-12/2019

- Programmer for the team
- Worked with three other programmers to create a unique portfolio piece
- Designed and programmed creative boss fights to challenge the player.

Staples: Reading, Massachusetts, U.S.A.

Retail Sales Associate

2016-2018

- Assisted customers through retail transactions and provided excellent customer service