

Ben Silvis

Programmer - Technical Artist

Profile

I am a multifaceted game developer with experience in both industry and research environments. I wish to be able to contribute my skills to a team where I will constantly be challenged and learning new things.

Employment

Monster Media – *Orlando, FL*

2012–2014 **Interactive Developer**, Creative Technology
Interactive media and game development for global marketing campaigns.

Institute for Simulation & Training – *Orlando, FL*

2011–2012 **Lead Programmer**, E2i Creative Studio
Develop serious games while head of a team of technical artists.

Technical Artist / Research Technician, Media Convergence Laboratory

2008–2011 Simulation and game development for virtual and immersive research environments.

Recent Professional Work

Interactive Advertisements

2012–2014 Independently developed dozens of touch and motion interactive ads and games for touch screens and wall displays in airports, events, and storefronts world-wide.
programming, concept design, short timelines, 3D specialist

DRAMA-RAMA

2012 Developed a networked game in which young students remotely interacted with avatars physically controlled by an actor via iPad gestures, head tracking, and a controller.
team management, lead programmer, client relations, networking, motion capture

NSF Water's Journey Through the Everglades

2009–2012 Developed and designed twelve unique games for the Museum of Discovery and Science utilizing augmented reality, networked multiplayer, and varying user interface devices.
team management, lead programmer, game design, level design, tool development, networking, shaders, particle systems, motion capture

Education

2009 University of Central Florida – *Orlando, FL*

Bachelor of Arts, Digital Media

Activities

2009–2012 **Science Night**, Central Florida Coalition for the Homeless – *teacher*

2011 **Permaculture Design**, Econ Farm – *intern*

2008–2011 **Otronicon Electronic Gaming and Simulation Conference** – *exhibitor*

References

Eileen Smith, E2i Creative Studio – *director*

Dr. Charles Hughes, Synthetic Reality Lab – *director*

Pedro Sanchez, Monster Media – *creative director*

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Languages

Actionscript 2, 3, Air
C#
Java
XML
HTML
JavaScript
HLSL
Cg
PHP
CSS
C++
C

Engines & Frameworks

Unity3D
Android
Flare3D
Away3D
XNA
Unreal
NaturalPoint OptiTrack
Scaleform
DirectX

Software

FlashDevelop
Android Studio
Visual Studio
Adobe Creative Suite
3DS Max
Blender
MotionBuilder
Subversion/Git
OptiTrack Motive

Additional Skills

Tool Development
Motion Capture
Audio Engineering

Interests

Running
Permaculture
Rock Climbing
Performing Music
Brewing Beer & Probiotics