

Benjamin K. Smith

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EDUCATION

- **DigiPen Institute of Technology – Redmond, Washington:** 2003 – 2007
B. S. in Real-Time Interactive Simulation (Computer Science) with math minor
Deans List

SKILLS

- **Computer Languages:** C/C++ (6 years), Assembly (Motorola 6800, Z80, and x86) (1 year each), Python (1 year), HTML (1 year), Visual Basic (1 year), and Basic (3 years).
- **3D Graphics Programming:** DirectX, OpenGL, triangle rasterization, concave polygon rasterization, BSP trees, hierarchical occlusion maps, software pipeline implementation, ray casting, culling, clipping, vertex/pixel shaders, HLSL, the DirectX effects file framework with DXSAS, phong lighting, NPR rendering (cartoon shading and outlining), billboard, level-of-detail, skyboxes, camera control, scripted particle systems, render state management, .X model file parser, skeletal animation
- **Math:** Calculus, Linear Algebra, Curves and Surfaces, B-Splines, Quaternions, Data Compression
- **Artificial Intelligence Programming:** A* path finding, finite and stack based state machines, message driven systems, and pattern movement.
- **Platforms:** Windows 2000/XP, Mac OSX, Xbox 360, Game Boy Advance (Visual HAM), Game Boy Color, and the PIC microchip.

WORK EXPERIENCE

- **Snowblind Studios – Bothell, Washington:** May 2007 – June 2008
AI and Gameplay Programmer
One of four programmers to work on unannounced Xbox 360 project.
Helped develop Snowblind's AI library and wrote various combat systems from scratch including cover and weapons system.
- **Capcom Mobile Entertainment – Los Angeles, California:** Summer 2006
Junior Programmer
One of two programmers to develop "Capcom Xmas Party" from the ground up.
Worked on base engine architecture, font engine, graphics, and gameplay code.

COMPLETED STUDENT GAME PROJECTS

All projects programmed in C/C++

Gigoon: *DigiPen Institute of Technology, Double Punch Studios 2007 (4 Programmers, 4 Artists)*

- Producer : Managed meetings, wrote producer reports
- 3D third person giant monster action game developed for seventh and eighth semester DigiPen game project.
- Programmed AI engine, Sound Engine, and miscellaneous tools.

Toblo: *DigiPen Institute of Technology, Grinding Elephants 2006 (5 Programmers)*

- Product Manager : Designed box art, game promotions
- 3D third person capture the flag game developed for fifth and sixth semester DigiPen game project.
- Programmed shader driven DirectX Direct3D graphics engine.

AWARDS

- **Toblo** won Best Student Game at the Independent Game Festival – 2007
- **Toblo** was a finalist at the 2007 Independent Game Festival for 'Design Innovation Award' – 2007
- **Toblo** was a finalist at the 2007 Slamdance Guerilla Gamemaker Competition – 2007
- **Toblo** won first place in Intel's Best Game on the Go award – 2006
- **Toblo** won first place in Northwestern Games Festival's audience award – 2006

References will be provided upon recognition of mutual interest.