

Dave Bennett

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OBJECTIVE

To pursue my passion of creating games by obtaining a position in **gameplay programming and design**.

EDUCATION

Master of Entertainment Technology
Carnegie Mellon University • May 2012, Expected
Entertainment Technology Center (ETC)

Bachelor of Science in Computer Information Systems
Roger Williams University • 2006-2010
Minor: Philosophy

SKILLS

Programming	Java, Python, C++, C#, Objective-C, SQL, HTML, CSS
Game Engines	Panda3D, Unity3D, cocos2D, XNA, pygame
Software	Most IDEs, Microsoft Office, Adobe Photoshop, Version Control
Hardware	iOS Devices, Microsoft Kinect (Open NI), Head-Mounted Displays, WiiMotes
Game Related	Game Design, Technical Writing, Web Development, Database Design, User Testing

EXPERIENCE

Teaching Assistant

- Game Design - ETC January 2012 - May 2012
- Programming - Building Virtual Worlds (ETC) August 2011 - December 2011
- Programming - National High School Game Academy June 2011 - August 2011
- Programming - Roger Williams University August 2008 - May 2010

Pixel Pushers - Student Project

Programmer

January 2012 - May 2012
ETC, Pittsburgh, PA

- Working with client (MinecraftEDU) to create educational tools and modifications for Minecraft.

Metal Frontier - Tabletop RPG

Programmer • Game Designer

Spring 2011 - May 2012
Pittsburgh, PA

- Designing, developing, and testing new tabletop role-playing system with a focus on mech-based combat.
- Developing a range of applications (web and iPad) for character creation and customization.

seAker - Student Pitched iPad Game

Gameplay Programmer • Game Designer

August 2011 - December 2011
ETC, Pittsburgh, PA

- Worked with a team of two others to design, develop and release our game on the Apple App Store.
- Created tools to allow team to design and create levels within the game.

Team Unity - Student Project

Programmer • Technical Writer

January 2011 - May 2011
ETC, Pittsburgh, PA

- Evaluated the Unity3D game engine for use within the ETC as a whole.
- Created Unity3D wrappers and code examples for Microsoft Kinect.

Building Virtual Worlds

Gameplay Programmer • Game Designer • Producer

August 2010 - December 2010
ETC, Pittsburgh, PA

- Rapidly prototyped five virtual worlds over the course of one semester using Python and Panda3D.
- Utilized a variety of unique hardware platforms (WiiMotes, HMD's).

Rave Mobile Safety

Quality Assurance Intern

June 2008 - August 2008
Natick, MA

- Assisted the QA department in designing and executing test cases to eliminate software bugs.

EXTRA-CURRICULAR

Co-founder / organizer of Underground Programmer's Guild at Roger Williams University.
Co-hosted a presentation about Alice 3 at the AMCIS 2009 conference in San Francisco.
Student Member of ACM