

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

Independent Contractor – *Bisbee, AZ (Telecommute)*

2014–present

Software Engineer / Technical Artist

Development for interactive marketing campaigns, web, games, and Android apps.

Monster Media – *Orlando, FL*

2012–2014

Interactive Developer

Interactive media and game development for global marketing campaigns.

Institute for Simulation & Training – *Orlando, FL*

2011–2012

Lead Programmer, E2i Creative Studio

Development for serious games while head of a team of technical artists.

2008–2011

Technical Artist / Research Technician, Media Convergence Laboratory

Simulation and game development for virtual and immersive research environments.

Professional Work Examples

2012–present

Interactive Advertisements

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, 3D specialist, short timelines

2012

DRAMA-RAMA

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

2009–2012

NSF Water's Journey Through the Everglades

Designed and developed 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

2015–present

Nuevo Mundo & Bi-National Chorus, Cochise College – *musician*

2014

CFC Orchestra, Central Florida Community Arts – *musician*

2009–2012

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

Languages

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

Engines & Frameworks

Unity3D
Android
Flare3D
Away3D
Unreal
XNA
Wordpress
Woocommerce
NaturalPoint OptiTrack

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

Gaming
Running
Permaculture
Rock Climbing
Performing Music
Brewing Beer & Probiotics