

John Benge

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Relevant Work Experience

Application Developer - JPMorgan Chase & Co.

April 2016 - Present Wilmington, DE

- Plan, design and implement full stack for internal banking applications
- Craft user experience from workflow diagrams to front-end design

Programmer / Technical Designer - Tiny Tyrant Games

February 2015 - Present Wilmington, DE

- Implement game mechanics and interaction using Unity3D
- Collaborate on systems and UI design for a mobile strategy game

Gameplay Programmer - Black Fractal Productions

April 2012 - December 2013 Savannah, GA

- Contributed to systems design, scripting and level design
- Programmed and fine tuned mechanics within Unity
- Designed content and systems for mobile games and apps

Notable Projects

Skywind - Contributing Level Designer

- Re-imagine Morrowind interior levels to be compatible with the Skyrim engine and gameplay systems
- Responsible for design, blocking, set-dressing, navmeshing and optimization

Studio DAG - Systems Designer / Lead Programmer

- Designed core systems for a serious game to help architecture students learn and practice professional skills based on AIA guidelines
- Headed Unity development, leading a team of undergrad programmers

Education

Savannah College of Art and Design

Master of Fine Arts in Interactive Design and Game Development

September 2011 - November 2013

Cumulative GPA: 3.88

Drexel University

Bachelor of Science in Digital Media

September 2007 - June 2011

Cumulative GPA: 3.68

Activities and Interests

GDC Attendee 2014, 2017, 2018

Global Game Jam 2015

Space Cowboy Game Jam 2014

Philadelphia Game Jam 2011 - 2012

ACM SIGGRAPH Convention Student Volunteer 2009, 2010

Skills

Systems Design

Scripting

Level Design

Prototyping

Balancing

Documentation

Diagramming

UX Design

Agile Development

Software

Unity 3D

Unreal Engine 4

Microsoft Office

Maya

Photoshop

Illustrator

Radiant Editor

Perforce

Creation Kit

Languages

C#

LUA

Python

Unreal Blueprint

JavaScript

Familiar With

C++

MEL

ActionScript 3

SQL