

ALEX BENTON

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Bachelor's degree in Game Design Engineering · [Portfolio](#) · [LinkedIn](#)

PROJECTS

MEGALOMAGICKA, TEAM OF 28

Contributed a majority of the code. Programmed Level Generation, Created extensible frameworks for Abilities, Items, Upgrades, and Pickups. Coded Item Rarities, Tiers, and UI Functionality. Helped others implement Enemy features and fixed bugs.

MALWARS, TEAM OF 28

Programmed Save/Loading mechanics with Multiplayer compatibility. Implemented UI.

LOOSE CANNON, TEAM OF 5

Programmed Turret AI, Respawning/Checkpoints

SKILLS

- Programming
- Python
- Lua
- Teaching
- Java
- Neural Networks
- C#
- Procedural Generation
- Creative Writing
- HTML/CSS
- Game Design
- Unity
- C++

WORK EXPERIENCE

JAN 2023 - PRESENT

PROGRAMMING TUTOR, THE CODER SCHOOL

Taught middle and high-schoolers basic and advanced programming in Python, Scratch, and C#.

MAY 2016 - JUN 2018

PERSONAL TUTOR, SELF EMPLOYED

Educated children on subjects including Math, Science, Literature, English, History, Physics, etc. Created an engaging environment which encouraged the children to enjoy learning.

JAN 2022 - DEC 2023

TTRPG GAME MASTER, SELF EMPLOYED

Ran weekly professional Tabletop games in Pathfinder 2e, taught new players how to use the system.

AUG 2018 - DEC 2018

SALES FLOOR TEAM MEMBER, TARGET

Maintained cleanliness and order of shelves. Directed customers to relevant products. Engaged with customers professionally and closed deals on products.

VOLUNTEER EXPERIENCE

MIND INSTITUTE RESEARCH PARTICIPANT, UC DAVIS MIND INSTITUTE

Completed mental and physical tests as part of a control sample in a study on Autism.

COMMUNITY SERVICE

Four years of Community Service at charities including Tutoring for The Greenhouse Project, caring for cats at Fat Kitty City, and working at FairyTale Town

EDUCATION

AUG 2018 - DEC 2021

BS: GAME DESIGN ENGINEERING, UNIVERSITY OF SILICON VALLEY

Created a functioning Neural Network during my Intro to Python Programming Class.