Benjamin (Ben) Ferrara

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EDUCATION

University of Colorado at Colorado Springs   **December 2024**

Bachelor of Arts, Computer Science   *Colorado Springs, CO*

- **GPA: 3.45 / 4.0**
- Specialization: Game Development
- Minor: Game Design and Development

CERTIFICATIONS & SKILLS

- **Certifications:** Certified Unity Associate Game Developer
- **Skills:** Programming, Game Design, Systems Design, Gameplay Design, Level Design, 3D Modeling, 3D Animation, Video Production, AGILE, Scrum
  - **Languages:** C#, C / C++, Python, Java, GML, HTML
  - **Tools:** Git / GitHub, Unity 2D / 3D, Unreal Engine 5, Unreal Engine Blueprints, Gamemaker Studio, Maya, Blender, Visual Studio / VS Code, UNIX / Command Line

ACADEMIC EXPERIENCE

Rabid Troll Studios, LLC - Shatterbound   **August 2023 – May 2024**

2.5D puzzle-platformer game made in Unity3D C#   *(Team of 25)*

- Released on Steam, rated **"Positive" (100% positive ratings)**
- Worked with a team of **25 people** (split into different disciplines) using **SCRUM** and **AGILE** methodologies

Gameplay Programmer, Gameplay Designer, Marketing Lead   *Colorado Springs, CO*

- Developed major aspects of **player movement system** to meet requirements set by designers and producers
- Created dynamic and extendable functionality for level hazards

PROJECTS

Flora   **August 2024**

2D puzzle-platformer game made in Unity2D C#, made for a 48-hour Game Jam   *(Team of 3)*

- Out of **166 entries**, Flora was ranked **#8 in the innovation category**

Gameplay Programmer, Gameplay Designer, Level Designer

- Created, programmed, and balanced a **2D character movement system from scratch**
- Developed main menu for level navigation and settings management
- Engineered and developed **level management system**

Left 4 Dead 2: BIONICLE Toa Mata Canister Pills   **June 2024**

Model replacement mod for Left 4 Dead 2   *(Solo)*

- Released on the Steam Workshop to **99% positive ratings (95+ ratings)**
- Downloaded and used by **2,500+ total unique players**
  - Peak of **1,750+ concurrent subscribers**

Modder

- Modified models and animations to function appropriately in-game
- Implemented additional functionality to spawn random canister item variants

WORK EXPERIENCE

UCCS   **October 2022 – December 2024**
HR Service Center Assistant   *Colorado Springs, CO*
- Received data entry and processing tasks through digital ticket system
- Created tools for automating various data entry tasks

Self-Employed (Twitch.tv / YouTube)   **November 2020 – August 2022**
Twitch Partnered Streamer   *Remote*
- Created, rigged, and implemented a model for use with 2DLive technologies and face-tracking
- Built and maintained an engaged community **(15k+ followers across all platforms)**

INTERESTS

- **Interests**: Dungeons & Dragons, Horror Movies, Drawing, Renaissance Faire, Video Games, Game Jams, Cats