

# Benjamin (Ben) Ferrara

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## EDUCATION

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**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

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- **Certifications:** Certified Unity Associate Game Developer
- **Skills:** Programming, Game Design, Systems Design, Gameplay Design, Level Design, 3D Modeling, 3D Animation, Video Production, AGILE, Scrum
  - o **Languages:** C#, C / C++, Python, Java, GML, HTML
  - o **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

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**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**

*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

**Gameplay Designer**

*Colorado Springs, CO*

- Designed features for a **custom level creator**
- Worked with producers and developers to refine the **design, feel, and balance** of **major gameplay systems**

**Marketing Lead**

*Colorado Springs, CO*

- Produced weekly marketing content on various platforms

## PROJECTS

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**Ben's Endeavors**

**October 2024**

*Personal/portfolio website developed and hosted through Neocities*

*(Solo)*

**Frontend Web Developer**

- Constructed the site with HTML and CSS styles
- Implemented mobile compatibility through use of reactive design principles

**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**

- 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**

**Gameplay Designer**

- Refined the feel of player movement through extensive playtesting

**Level Designer**

- Designed, playtested, and refined all **8 puzzle levels**, and worked with developers to implement them

## **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**

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### **UCCS**

**October 2022 – December 2024**

*HR Service Center Assistant*

*Colorado Springs, CO*

- Received data entry and processing tasks through digital ticket system
- Updated employee/position/pay information through HCM (Human Capital Management) system
- Created tools for automating various data entry tasks
- Processed new hires and job position postings

### **Self-Employed (Twitch.tv / YouTube)**

**November 2020 – August 2022**

*Twitch Partnered Streamer*

*Remote*

- Designed and executed semi-daily live stream content
- Singlehandedly produced long-form video content on YouTube
- 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**)
- Created engaging graphics and layouts for live content and promotional material
- Managed team of moderators to ensure a safe and welcoming community
- Designed successful monthly subscription model and content distribution strategy for paying subscribers
- Maintained stable monthly income stream from paying subscribers across multiple platforms

## **INTERESTS**

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