

Benjamin Hallsted

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<https://www.benjaminhallsted.com/> | <https://GitHub.com/BenjaminHallsted> |
<http://wizpirballgame.com/>

PROFESSIONAL SUMMARY

Recent college graduate with a background in video game prototypes and development. Driven game Developer knowledgeable in debugging new and existing projects and creating new experiences.

SKILLS

- Programming in Java
- JavaScript and html
- Programming in C++
- Python
- Basic Unix usage
- GitHub and Git bash
- Unity engine and C#
- Experienced with Scrum/Agile design principles
- Creative story writing

EDUCATION

University Of California - Santa Cruz, CA | Bachelor of Science
Computer Science, Computer Game Design, July 2018

ADDITIONAL INFORMATION

- Worked on video game in Unity called Wizpirball.
- For class in UC: Santa Cruz did creative design for a Unity game prototype called That's My Stuff.
- For class in UC: Santa Cruz did sound implementation and basic JavaScript programming for non commercial video game project called It Might be a Scam.
- Creative story writing for personal enjoyment.
- Website management using Weebly and Wix
- Manage mailing list with Mailchimp