

Benjamin Welsh

Game Developer & Programmer

Naturally curious programmer and game developer with a passion for solving problems creatively and efficiently. Worked on research modeling and visualizing Ithaca College's network of courses as part of the college's internal review of their general education program. Built a game in 54kb for Ludum Dare 43.

Personal Info

Location

Westtown, PA

Phone

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E-mail

hello@benjaminwelsh.com


portfolio

www.benjaminwelsh.com

LinkedIn


<https://www.linkedin.com/in/benjamin-welsh-dev/>

Skills

C/C++  Advanced

Python  Excellent

OpenGL/GLSL  Good

Blender  Advanced

Java  Advanced

UE4  Good

Unity  Some Experience

Small Group Communication  Excellent

Courses

Computer Networking

3D Game Dev & Tech

Computer Vision

Computer Graphics (Spring '19)

Formal Languages and Compilers (Spring '19)

Interests

Team Fortress 2 Mapper

Competitive Team Fortress 2 Player

Portal 2 coop Speedrunner

Amateur Radio

Experience

May 2018 -

Research programmer

Oct 2018

Ithaca College - Summer Scholars program

Responsibilities

- Processed raw enrollment data into several graph models
- Developed creative ways of analyzing and interpreting the data using Markovian systems and forced-directed layouts
- Wrote interactive web-based and Java-based visualization tools
- Presented work to the Ithaca College community at the IC Data Day

Sep 2017 -

Research Assistant

Dec 2017

Ithaca College - Tots on Bots

Responsibilities

- Assembled Arlo robot platform
- Wrote Propeller C firmware to control robot over serial
- Programmed a Raspberry Pi to control robot based on orientation sensor attached to baby

Jun 2017 -

Project Intern

Aug 2017

Perfect Prototype

Perfect Prototype creates interactive experiences for museum and exhibit environments.

- Focused on reliability and stability due to the long-term nature of museum exhibits.
- Developed a shader-based image manipulation component of an interactive museum exhibit created with Unity.
- Developed interactive effects using LEDs, sensors, and Arduinos
- Performed QA and provided constructive feedback on ongoing projects

Education

Sep 2016 -

Ithaca College

present

- Bachelors of Science in Computer Science
- 3.8 GPA
- Graphic Design Minor
- Mathematics Minor
- TA'd 3D Game Dev and Tech course

Additional Activities

Ithaca College Game Development Club

Vice President Jan 2018 - Present

Active Member September 2016 - Present

Game Jams

Participated in Global Game Jam in 2017 and 2018 and Ludum Dare 40 and 43

Published Content in Team Fortress 2

Designed, modeled, textured and rigged wearable medals for competitive leagues and tournaments that were added to the game.

Independent Study with UE4

Created a C++ based portal system in Unreal Engine 4