

# BEN WHITTAKER



Kitchener, ON

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## SKILLS

Languages: TypeScript · JavaScript · Java · C# · C++ · Python · Go · Rust · Kotlin · HTML5 · CSS · SASS · Bash · Protobuf · GLSL · Haxe · ActionScript

Tools: VS Code · Visual Studio · Unity · Unreal Engine · OpenGL · Blender · Maya · Photoshop · Illustrator · GIMP · Inkscape · Jasmine · Closure Templates · Git · Mercurial · Linux

Skillsets: Front End Development · Full Stack Development · Tool Programming · Gameplay Programming · Game Engine Development · Game Physics · Game Design · Networking · Concurrency · Mobile Development · 3D Modelling & Animation · Automated Testing

## EXPERIENCE

Google Stadia

Kitchener, ON

*Software Developer*

*Sept 2018 – Apr 2023*

- Defined the technology stack of a [web-based firmware updater](#) to unlock Bluetooth connectivity on Stadia controllers, giving the controllers a second life after the service shut down. Maximized developer velocity by adapting familiar frameworks and tooling to meet project requirements on a tight schedule.
- Refactored the game launch dialogs of the developer web portal to enable development and testing of titles on white-label platforms. Significantly improved the code health of the dialogs by minimizing duplication, removing over 20,000 lines of redundant code.
- Contributed to the development of the [Visual Studio integration for LLDB](#), enabling partners to remotely debug their Stadia games directly from Visual Studio.
- Designed and implemented a symbol file loading system that allowed our partners to leverage meaningful stack traces and debug information while analysing their game's crash dumps.

Ontario Tech University

Oshawa, ON

*Programmer – PhleboGame Capstone Group*

*Sept 2015 – Apr 2016*

- Picked up where the research assistant position below left off. Continued to program and design the same phlebotomy game using Unity and C#, in collaboration with other game development students and researchers from the health sciences department.

*Undergraduate Research Assistant*

*May 2015 – Aug 2015*

- Programmed and designed a serious game aimed at teaching phlebotomy (blood drawing) procedures, using Unity and C#, in collaboration with researchers from the health sciences department.

*Undergraduate Teaching Assistant*

*Sept 2014 – Apr 2015*

- Provided technical guidance and assistance to first-year students working on game development projects, including regular code reviews.

## EDUCATION

Bachelor of Information Technology – Ontario Tech

Oshawa, ON

Game Development and Entrepreneurship, minor in Game Programming

# PROJECTS

All the games below can be found at [benw.ca/games](http://benw.ca/games), along with screenshots and additional details

Dungeon Exploder (*Programmer, team of 3*) Apr 2018, 72 hours

Space shooter meets dungeon crawl, featuring voxel graphics, voxel explosions, and an exasperated fairy guide. Built for web and desktop using C# and Unity. Made in 3 days for Ludum Dare 41.

Empty Spaces (*Programmer, Artist, and Designer*) 2017

A game for web and mobile, built using Unity, C#, and Blender. Collect hearts and survive as long as possible while avoiding a monster you can't see.

Junglautomata (*Programmer and Designer*) Jan 2016 – Apr 2016

A virtual 2d sandbox for web, mobile, and desktop, built using Haxe and Luxe. Simulates sand, water, fire, and plant growth on the GPU using cellular automation.

BEngine (*Sole Architect*) Aug 2013 – Apr 2015

Component-Entity-System based 3D game engine, written in C++. Includes a modern OpenGL rendering framework, skeletal animation, threaded asynchronous resource loading/caching, simple 2D physics and polygon collision, networking capabilities, and joystick input.

Blitz Plane Blast (*Lead Programmer, team of 5*) Sept 2014 – Apr 2015

*Won Best Third Year Game, Best Aesthetics, and Best of Show at Ontario Tech GameCon 2015.*

Side view aerial dogfighting party game with 3D graphics and 2D gameplay. Written using BEngine. Features powerups, guns, bombs, ramming, simultaneous LAN and local multiplayer, and lots of fun.

Professor Cog and the Clocktower of Doom (*Programmer, team of 3*) Oct 2014, 48 hours

*Won first prize in the Oct. 2014 GDsoc Jam.*

Built using Unity and C#. A stylish platformer centered around speeding up and slowing down the gigantic gears and mechanisms that make up each level.

Ant Ninja (*Lead Programmer, team of 5*) Sept 2013 – Apr 2014

Side view 3D metroidvania-style platformer, written using BEngine. A ninja trained in the ways of the insects fights fungal zombie ants. Features wall jumping, walking on ceilings, and very shiny particles.

Empty Spaces – Jam Version (*Programmer and Designer, team of 2*) Sept 2013, 24 hours

*Won first prize in the Sept. 2013 GDsoc Jam.*

Made for web and mobile, using Haxe and HaxePunk. Collect hearts and avoid a monster you can't see.

Mountain Kid (*Programmer, Artist, and Designer*) Summer 2013

A game for web and mobile, using Haxe and my own engine. Outrun a flood by jumping on falling rocks.

Bombarded (*Programmer, Artist and Designer*) Summer 2012

Written using ActionScript 3 and FlashPunk. Dodge bombs, grab gems, and delve ever deeper.

Jellyfish Quest (*Programmer, Artist and Designer*) 2011

Written in Python. A jellyfish must rescue his girlfriend from Japanese fishermen.