

BEN WHITTAKER



nebhack.ca

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SKILLS

LANGUAGES: C++ · C# · GLSL · Haxe · ActionScript 3 · Python · Java · HTML5 · CSS3 · JavaScript · CoffeeScript · UnityScript · Bash · PHP

TECHNOLOGIES: Modern OpenGL · SFML · GLFW · RakNet · Unity3D · HaxePunk · Luxe · Android SDK · SQL · Maya · Mudbox · Photoshop · Pygame · Git · Mercurial · Linux

SKILLSETS: Game Design · Engine Development · 3D Math · Networking · Web Development · Mobile Development · Physics · AI · 3D Animation · 3D Modelling · Texturing · Pixel Art

EDUCATION

UNIVERSITY OF ONTARIO, INSTITUTE OF TECHNOLOGY *Sept 2012 – Apr 2016, Oshawa, ON*
BIT, Game Development and Entrepreneurship; minor in Game Programming
Cumulative GPA of 3.72; President's list for 4 semesters

WORK EXPERIENCE

PROGRAMMER (PHLEBOGAME TEAM, UOIT CAPSTONE) *Sept 2015 – present, Oshawa, ON*
Responsibilities: Picking up where the research assistant position below left off, continuing to program and design the same phlebotomy serious game in collaboration with other game development students and researchers from the health sciences department.

UNDERGRADUATE RESEARCH ASSISTANT (UOIT) *May 2015 – Aug 2015, Oshawa, ON*
Responsibilities: Programming and design for a serious gaming project on the subject of phlebotomy (drawing blood) in collaboration with researchers from the health sciences department.

UNDERGRADUATE TA (UOIT GAME DEVELOPMENT WORKSHOP) *Sept 2014 – Apr 2015, Oshawa, ON*
Responsibilities: Performing code review on 1st year student projects as well as providing technical help and guidance.

PROJECTS

My website, nebhack.ca, has more details on most of my projects, including screenshots and gameplay.

SCHOOL PROJECTS

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 UOIT 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.

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.

JIMMY'S CARDBOARD CASTLE (LEAD PROGRAMMER, TEAM OF 5) *Jan 2013 – Apr 2013*
2D platformer written in C++. Includes lots of boxes, enemies that act as platforms, and imagination.

PERSONAL PROJECTS

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 using just fragment shaders and block cellular automation techniques.

★ 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 in Unity. A stylish platformer centered around speeding up and slowing down the gigantic gears and mechanisms that make up each level.

PLUGGED IN THE BEAT (PROGRAMMER AND DESIGNER, TEAM OF 3) *Jan 2014, 48 hours*
A game for web and mobile, using Haxe and HaxePunk. Avoid dancing people while collecting notes and grabbing cassettes to change the music. Created for the 2014 Global Game Jam.

★ EMPTY SPACES (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.

STRAY STAR (PROGRAMMER, TEAM OF 2) *Summer 2012*
Written using ActionScript 3 and FlashPunk. A retro top-down space shooter.

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. Features four levels, and quite good graphics, considering it has a screen resolution of 32×32 pixels.