

BEN WALKER

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ABOUT | I'm a programmer who makes video games. I like open-ended work; I can do anything, but prefer working on graphics, tools, and pipelines.

SKILLS & ABILITIES | I'm very good with C++, so I'm also good with C, and extensions like STL and C++11. I'm good with C# and 3d math. Also, the Unity and Unreal game engines. I'm familiar with 3d modeling packages, web stuff, CUDA, and shader languages.

I have soft skills. I know how to work with people, I understand how my work fits into an ecosystem with artists / designers, and I know how to communicate in terms of their interests.

EXPERIENCE | **PROGRAMMER (CONTRACT / PART-TIME) FIRST STRIKE GAMES**
APRIL 2017 – CURRENT

- Own gameplay systems for an unannounced multiplayer game

FOUNDER EVC
NOVEMBER 2016 – CURRENT

- I run a small studio (4 people, all part-time) currently working to ship their first game
- I manage hiring, money, and creative direction in addition to being the sole programmer

SOFTWARE TOOLS ENGINEER OCULUS
MAY 2016 – NOVEMBER 2016

- Implemented bespoke tools and pipelines for researchers' user studies
- Maintained and reduced tech debt on the Oculus Research codebase
- Cross-collaborated with researchers, hardware engineers, artists, and audio engineers

GAMEPLAY ENGINEER 343 INDUSTRIES
JANUARY 2014 – MAY 2016

- Was the sole programmer on Halo 5's in-game level editor, Forge
- Personally owned & wrote/re-wrote Forge's systems for networking, rendering, physics, and UI.
- Refactored a giant legacy codebase, reducing "tribal knowledge" and bug hotspots
- Worked tightly with the Forge designer to balance design goals and code realities
- Made Halo 5's Forge into the best Forge of any Halo game

SOFTWARE DEVELOPMENT ENGINEER MICROSOFT STUDIOS
MAY 2010 – AUGUST 2010, JULY 2011 – JANUARY 2014

- Worked on multiple R&D projects with near-autonomy
- Helped ship Nike + Kinect Training (Nov 2012) and Xbox Fitness (Nov 2013)
- Read and implemented whitepapers, generated patentable algorithms
- Work included electrical engineering, computer vision, and biomedical engineering

PROGRAMMER (JAVA) GRAY MATTER AUTONOMOUS VEHICLE SYSTEMS
MAY 2009 – AUGUST 2009

PROGRAMMER (WEB) MUDBUG MEDIA
MAY 2007 – AUGUST 2007, MAY 2008 – AUGUST 2008

EDUCATION | **UNIVERSITY OF SOUTHERN CALIFORNIA** COMPUTER SCIENCE – GAMES
BACHELOR'S DEGREE, MAY 2011 3.51 GPA