

BEN WALKER

<http://www.walkerb.net/> | walkerb@walkerb.net

ABOUT | I'm a programmer. I mostly work on video games. I also can talk to non-programmers.

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# (also w.r.t. Unity game engine), and 3d math. I'm familiar with Unreal, 3d modeling packages, CUDA, and shader languages.

I'm also good at soft skills. I know how my work fits into an ecosystem with artists and designers, and I know how to communicate in terms of their interests.

WORK | **FOUNDER** EVC

NOV 2016 – PRESENT

- I run a small studio (4 people) working to ship its first game
- See our site: <http://www.evcg.io/>

PROGRAMMER FIRST STRIKE GAMES

APRIL 2017 – OCT 2017

- Owned most client gameplay systems for an unannounced multiplayer game in Unreal

SOFTWARE TOOLS ENGINEER OCULUS (RESEARCH & DEVELOPMENT)

MAY 2016 – NOV 2016

- Created bespoke tools & pipelines for user studies
- Maintained and reduced tech debt on existing codebases
- Collaborated with electrical engineers, artists, research scientists, and audio engineers

GAMEPLAY ENGINEER 343 INDUSTRIES

JANUARY 2014 – MAY 2016

- Helped ship Halo 5 (2015)
- 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

JULY 2011 – JANUARY 2014 / SUMMER INTERN, 2010

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

PROGRAMMER GRAY MATTER AUTONOMOUS VEHICLE SYSTEMS

SUMMER INTERN, 2009

PROGRAMMER MUDBUG MEDIA

SUMMER INTERN, 2007 & 2008

SCHOOL | **MBA. TECHNOLOGY MANAGEMENT** UNIVERSITY OF WASHINGTON

2017 – PRESENT

BS. COMPUTER SCIENCE – GAMES UNIVERSITY OF SOUTHERN CALIFORNIA

2007 - 2011

PATENTS | See a list at <http://www.walkerb.net/patents/>