

# BEN WALKER

<http://www.walkerb.net/> | [walkerb@walkerb.net](mailto:walkerb@walkerb.net)

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

I'm also good at 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** | **FOUNDER** EVC  
NOV 2016 – PRESENT

- I founded a game studio and am working full-time to ship its first game.
- For more info, visit EVC's website: <http://www.evcg.io/>

**SOFTWARE TOOLS ENGINEER** OCULUS  
MAY 2016 – NOV 2016

- Worked with researchers & interns, creating bespoke tools & pipelines for their user studies
- Maintained and reduced tech debt on existing codebases
- Cross-collaborated with electrical engineers, artists, research scientists, 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 and generated patentable algorithms
- Work included electrical engineering, computer vision, and biomedical engineering

**PROGRAMMER** GRAY MATTER AUTONOMOUS VEHICLE SYSTEMS  
MAY 2009 – AUGUST 2009

- Worked on design-time tools and run-time systems for autonomous vehicles

**PROGRAMMER** MUDBUG MEDIA  
MAY 2007 – AUGUST 2007, MAY 2008 – AUGUST 2008

- Created, maintained, and improved websites

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

**PATENTS** | Visit <http://www.walkerb.net/patents/> for a list of patents I contributed to.