

BEN WALKER

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

ABOUT | I program, communicate, and lead.

I like shipping games.

I'm great at working with programmers; my secret superpower is that I'm great at working with non-programmers too.

SKILLS & ABILITIES | Very good at VR/AR, Unity, C#.

Reasonable with C++, graphics & tech art, Unreal, web 2.0 stuff.

EXPERIENCE | **DEVELOPER RELATIONS ENGINEER** META

MAY 2021 – CURRENT

- White-glove support for high-priority devs; an interface between Meta and VR developers
- Did platform support for Among Us VR, Green Hell VR & others; wrote blog posts & developer docs
- Wrote code that shipped in Quest OS, Unity integrations, and Unreal branches
- Wrote web code for First Access Forums, GraphQL / React.js / PHP

FOUNDER & LEAD EVC

NOVEMBER 2016 – MAY 2021

- Created and ran an indie game studio, which grew to 11 people.
- Shipped *Wintermoor Tactics Club* (2020). Released on PC/XB1/PS4/NSW, published by Versus Evil, 6 languages, 81 Metacritic.
- Maintained company culture, ran meetings, and led programming.
- Pitched about 50 times; only got 49 “no”s

SOFTWARE TOOLS ENGINEER OCULUS R&D

MAY 2016 – NOVEMBER 2016

- Created tools and pipelines for researchers
- Collaborated with electrical engineers, artists, research scientists, and audio engineers

GAMEPLAY ENGINEER II 343 INDUSTRIES

JANUARY 2014 – MAY 2016

- Shipped *Halo 5* (2015) as the sole programmer on Halo's in-game level editor, Forge
- Personally owned & wrote/refactored Forge's systems for networking, rendering, physics, and UI
- Worked closely with the Forge designer to balance design goals with code realities

SOFTWARE DEVELOPMENT ENGINEER MICROSOFT STUDIOS

JULY 2011 – JANUARY 2014

- Shipped *Nike + Kinect Training* (2012) and *Xbox Fitness* (2013)
- Worked on Kinect R&D projects, implemented whitepapers, generated patentable algorithms
- Work included machine learning, computer vision, and biomedical engineering

EDUCATION | **MBA, TECHNOLOGY MANAGEMENT** UNIVERSITY OF WASHINGTON

2017 – 2019 3.52 GPA

BS, COMPUTER SCIENCE – GAMES UNIVERSITY OF SOUTHERN CALIFORNIA

2007 – 2011 3.51 GPA

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