

BEN WALKER

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

ABOUT | I'm looking to lead teams in the video game space. I'm also a very good programmer.

SKILLS & ABILITIES | **HARD SKILLS:** I'm quite good with C# (especially w.r.t. the Unity engine).
I'm also quite good with C++, with corresponding awareness of C.
I'm familiar with 2d and 3d art packages, the Unreal engine, 3d math, and shader languages.

SOFT SKILLS: I know the game-making ecosystem; I can communicate in terms of the interests of most anyone at a game studio. I can focus programmers, designers, artists, and producers towards shipping.

EXPERIENCE | **FOUNDER & TEAM LEAD** EVC
NOVEMBER 2016 – CURRENT

- I lead an independent studio that I cofounded. I maintain company culture, run meetings, pitch our products, and lead programming efforts.
- Shipped *Wintermoor Tactics Club* (May 2020), partnered with Versus Evil, as a team of 6 (+quite a few contractors). Released on PC/XB1/PS4/NSW in 5 languages, with an 81 Metacritic.

PROGRAMMER FINAL STRIKE GAMES
APRIL 2017 – OCT 2017

- Worked on gameplay systems for *Rocket Arena* (July 2020), a multiplayer shooter built in Unreal

SOFTWARE TOOLS ENGINEER OCULUS (RESEARCH & DEVELOPMENT)
MAY 2016 – NOVEMBER 2016

- Created bespoke tools and pipelines for researchers' user studies
- Maintained and reduced tech debt on the Oculus Research codebase
- Collaborated with electrical engineers, artists, research scientists, and audio engineers

GAMEPLAY ENGINEER II 343 INDUSTRIES
JANUARY 2014 – MAY 2016

- Helped ship *Halo 5* (2015) as the sole programmer on Halo'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 closely 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 machine learning, computer vision, and biomedical engineering

PROGRAMMER GRAY MATTER AUTONOMOUS VEHICLE SYSTEMS
SUMMER INTERN, 2009

PROGRAMMER MUDBUG MEDIA
SUMMER INTERN, 2008 & 2007

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/>