BEN LAPID
GAME DEVELOPER // DESIGNER

EDUCATION

Bachelor of Science in Engineering, Computer Science
The University of Michigan

Graduation: May 2017
Ann Arbor, MI

EXPERIENCE

Lead Programmer
Leesta

June 2016 - Present
Ann Arbor, MI

+Created all systems/mechanics used in our first game (includes two mini-games and a narrative 'game')
+Eastablished a build/deploy pipeline between Unity and HockeyApp
+Led discussions regarding gameplay design and UI considerations

Game Developer
Alchemie

June 2016 - Present
Ann Arbor, MI

+Tasked with updating an outdated mobile chemistry game, *Chairs!*
+Redesigned all systems used in the game, from scratch, which reduced reliance on older plugins
+Pitched new 'skin' system to entice players to keep playing the game to earn points and unlock more content
+Created all art assets used in-game, including branding and UI

Game Programming Intern
Alchemie

January 2016 - May 2016
Pittsburgh, PA

+Guided by a lead programmer to make sure code was up to standard and mobile-ready
+Used the MVC paradigm to model atoms/electrons/bonds
+Created animations within Unity's systems
+Participated in gameplay/design discussions throughout the project at the Schell Games studio
+Resolved all bugs during two rounds of QA

PROJECTS

Beneath My Tonic
May 2016

Series of 7 videos combining 3d graphics and music to create eccentric environments. Created in an effort to learn C4D, 3ds Max, and After Effects all at once.

This. Is. Important.
January 2016

A 3D rythmic dancing game. Created in a weekend for Global Game Jam 2016 (the theme was 'cult'). Took Judge's Choice award at the Carnegie Melon site in Pittsburgh.

Cat Chaser
November 2015

Catch cats while avoiding snakes. Cats get placed in a cat garden where you can view them for your pleasure. Created for a class on UI design. Integrated Leap Motion support.

Altar
January 2016

Side-scrolling horror game inspired by classics like The Blair Witch Project and The Shining. Succesfull Kickstarter campaign. Greenlit on Steam. Currently in development for mobile and desktop platforms.

Disco
August 2015

Arcade shmup made for Game Jolt's 4th Game Boy jam. Created in 48 hours. Constrained to 4 colors and a 1:1 aspect ratio just like the original Game Boy. Play as a disco dancer and shoo away other dancers using the power of your pelvis.

Pluck
May 2013

4-player co-op arcade game with procedurally generated dungeons. Started as a prototype/clone of The Binding of Issac. Succesful Kickstarter campaign. Greenlit on Steam. Currently for sale via Steam Early Access.

LANGUAGES

C++	Javascript
C#	HTML / CSS
Java	SQL

SOFTWARE

Unity	GameMaker: Studio
Illustrator	Cinema 4D
Photoshop	3ds Max

LOGISTICS

Git	Scrum
SVN	Visual Studio
JIRA	