Benjamin Beary

Level Design | C# Programmer | Unity Game Developer | UI UX Designer

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Rohnert Park, California

SUMMARY

Extensive experience in Unity game development, with a strong focus on building modular, scalable systems. Designed tools and frameworks that empower non-programmer teammates, such as designers and artists, to easily understand, integrate, and extend game features without needing to write code.

Work Experience

Accounting Intern
Brayton Percell
06/2021 - Present   Novato, California
- Worked in Excel and other accounting programs on inputting data and client information.

EDUCATION

General Education Requirements
Santa Rosa Junior College
8/2020 - 5/2022   Santa Rosa, California

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Bachelor's of Fine Arts in Digital Media Design
San Jose State University
8/2022 - 5/2025

PROJECTS

Educational Game on Cybersecurity

Lead Programmer on a university-funded team at San Jose State University, developing an educational game aimed at inspiring youth to pursue careers in cybersecurity. Responsible for core gameplay systems and backend architecture. Link to game:
https://withcyber.itch.io/meoware-defender

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2D Isometric Trap Defense

Another Browser game capstone for BFA. Created custom pathfinder for enemies, along with tools for making levels easier and faster. Link to game:
https://benbeary.itch.io/spirit-outbreak

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3D Game Jam Browser Game

Worked with a team to create a browser game within a week-long timespan. Was the UI UX Lead and worked on backend systems like Inventory, Quests, and Dialogue Display. Link to game:
https://zorzini.itch.io/idol-of-ashes

SKILLS

Unity | C# | Javascript | UI UX Development | Level Design | Gameplay Programming
Backend Programming | Adobe Photoshop | Adobe Illustrator | Blender | Aseprite