Benjamin Showalter

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Skills-

Unity 2D/3D	Level Design	MS Suites	Team Management
HTML	UI Design	Prototyping	Debugging
MS Visual Studio / C#	Perforce	Monodevelop	

Projects-

College Group Project (Team of 6) August 2016
2D/3D Artist | Level Designer |
Project: *Alignment* "Tower Defense Strategy"

- Designed both attack and defense levels by using blocks without adding a mesh so that the units would be able to move around effortlessly. By doing this the units stopped gathering into corners and being stranded.
- Adding scripts to copies and altering their values I could create different types of units to control during a battle.
- Redesigned the HUD for a more user-friendly interface.

Tools: Unity3d, Google Draw, C#, Level Design, UI layout, Button functionality, Navigation system
Postmortem Video: https://www.youtube.com/watch?v=g5C3R3F-esg

College Project (Solo) February 2016
2D/3D Artist | Level Designer | Programmer C#
Project: *S'morefool* "2D Platformer"

- Created levels in which every jump in the game was possible for the subject to make. I had to test how far you could jump and measure out that distance each time.
- Added a firewall that would move and chase the player. This forced the player to make quick actions after becoming familiar with the game.
- Added a level progression system so the player had to make it all the way to the end and jump into a s'more to move on. This concept is found in old Platfomers.

Tools: Unity3d, Google Draw, Microsoft Visual Studio, Level Design, Player Controls, Movable Firewall, Score system, Level progression system

Employment History-

Pickup Department Manager at Walmart
2011 - Present

- Find customer orders and file them
- Review and respond to customer feedback
- Manage a small team

Education-

Bachelor of Science - Game Design
Full Sail University Winter Park, Florida
2013-2016