Benjamin Schuster
Game Programmer & Designer

BenSchu438@gmail.com ✉
linkedin.com/in/schuster-benjamin/ 🔗
benbot-portfolio.com 🌐

Education

M.S. in Game Design and Development
Bradley University, Peoria, IL
Aug. 2022 – Aug. 2023
Summa Cum Laude

B.S. in Computer Science
Bradley University, Peoria, IL
Aug. 2018 – May 2022
Summa Cum Laude

Work

Chronoclasm
Aug. 2022 – Aug.2023

Lead Engineer & Lead Gameplay Designer

FPS roguelike where the player manipulates time to avoid barrages of bullets from enemies – See in portfolio
- Lead Engineer on a team of 4. Wrote and maintained 90% of C# code in a shared GitHub environment throughout the full-time project.
- Developed robust code architectures using object-oriented design principles which allowed frequent iterations throughout the project.
- Rapidly prototyped and then polished player abilities, enemies, and a boss which created an engaging combat experience that consistently rated highly in playtests.
- Established pipelines with supporting documentation that let the team best utilize our engine and toolsets.
- Analyzed game mechanics and added several small details to better reach our intended creative goals.
- Wrote and organized Jira tasks that optimized team time and established clear development goals each sprint cycle.
- Organized daily team meetings of mixed disciplines to ensure all members could comfortably express ideas and concerns.

Disaster Golf
Aug. 2021 – May 2022

Tools Engineer & UI Engineer
Launched Jan. 23, 2024

A fast-paced minigolf game where the clubs are natural disasters and the hazards are giant hippos – See in portfolio
- Communicated with a multi-discipline team of 30 to develop a game on an agile cycle.
- Iterated on the tutorial based on playtest data that significantly improved first-time player's experience.
- Worked with designers and design documents to implement gameplay elements to their specifications.
- Frequently requested to assist other departments to help relieve blockers throughout the project.

Employment

Teacher Assistant for Senior Game Development Project
Aug. 2022 – May 2023

Bradley University Interactive Media Department, Peoria, IL

Programming TA for a senior game development project, Wicked Wizards, a networked co-op PVE shooter.
- Observed and mentored a team of 40 senior students of multiple disciplines for two semesters.
- Critically analyzed programming, design, art, and production to give the team constructive feedback on a weekly basis.

Senior Help Desk Consultant
Sep. 2019 – Aug. 2022

Bradley University IT Department, Peoria, IL

Senior help desk consultant for a university assisting students, parents, professors, and staff with various technical issues.
- Listened to clients carefully to solve a variety of problems efficiently daily and achieved a high customer satisfaction rate.

Hard Skills

- C#, C++, and Python	- Unreal Engine 5	- Object-Oriented Design	- Jira	- Agile Workflow
- Visual Scripting	- Unity	- Linear Algebra	- GitHub	- Iteration