

Benjamin Millek

Game Software Engineer

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DEVELOPMENT / ENVIRONMENTS

- Android, iOS, PC, Nintendo DS
- Unity3D, Qt, Sencha Touch
- Visual Studio, Xcode, C++, C#, Javascript, Lua
- BREW, J2ME

EXPERIENCE

FOUNDER/PROGRAMMER/DESIGNER

1/2017-PRESENT

Furious Bovine

San Jose, CA

Invadurrs, Defend!

- Designed and created Invadurrs, Defend! with Unity3D for Android tablets and phones.
- User drawings processed and turned into in game objects for defending the city.
- Published to Google Play Store.

SOFTWARE ENGINEER

2/2013-12/2016

Cisco (Contract employee) www.cisco.com

San Jose, CA

Packet Tracer Desktop

- UI and engine improvements.

Packet Tracer Mobile

- Created Sencha Touch GUI for Packet Tracer software and ported existing Packet Tracer code to work on Android/iOS tablets and phones.

Experimental software

- Developed prototypes involving varied hardware and software, including mobile and motion controls.

USABILITY SOFTWARE ENGINEER

4/2012-8/2012

Roblox (Full-time employee) www.roblox.com

San Mateo, CA

Lua tool overhauls

- New UI implementations for existing Lua tools.
- Incorporated new features to existing tools.
- Bug fixes.

Qt implementations

- Created new Qt UI components and incorporated them into preexisting tools.
- Fixes for existing Qt implementations.

SOFTWARE DEVELOPMENT ENGINEER

5/2008-3/2011

Powerhead Games (Full-time employee) <http://powerheadgames.com>

New York, NY

Lua scripting system

- Create and manage sprites, backgrounds, 3D models and textures, palettes, gesture recognition, sound and local wireless through Lua scripting.
- Incorporated internal menu development access and actions into Lua scripting.
- Provided access to most internal systems via scripting.

Unreleased Lua Scripted Game (Nintendo DS)

- Developed internal project built off the systems developed to be used with Lua. Incorporated sprite, background systems and gesture recognition.

Backyard Sports: Rookie Rush (Nintendo DS)

- Implemented all menus (in and out of gameplay).
- Programmed all aspects of story progression.
- Handled in-game rule determination and outcomes.
- Developed model and texture loading systems.
- Developed the sprite creation and management system.
- Implemented the field and scoreboard HUD.
- Made the kicking microgame.

Backyard Sports: Sandlot Sluggers (Nintendo DS)

- Implemented all out of gameplay menus and some in gameplay menus.
- Programmed all aspects of story progression.
- Developed model and texture loading systems.
- Created the sprite management system.
- Implemented in game HUDs (field, scoreboards for different mode).

Glow Artisan (Nintendo DSiware)

- Redesigned old multiplayer implementation.
- Added new multiplayer game mode.
- Multiplayer related menus, in and outside of gameplay (flow, options, puzzle sharing).
- Developed some of the non-multiplayer menus.

2KSports Major League Baseball 2K10 (Nintendo DS)

- Implemented out of gameplay menus and some in game.
- Developed model and texture loading systems.
- Developed in-game microgames and cutscenes.
- Implemented unlockable content.

Imagine Soccer Captain (Nintendo DS)

- Game menus
- Implemented multiplayer related menus (connection and content sharing).
- Developed model and texture loading systems.
- Created model animation system for cutscenes and menus.
- Developed Model customization system.
- Implemented model texture editor and logo editor.
- Story scripting system
- Created microgames (single and multiplayer versions).

EXPERIENCE

SOFTWARE DEVELOPMENT ENGINEER

8/2007-12/2007

Carbonated Games (Contract)

Redmond, WA

(Unreleased Xbox Live Arcade port to Windows) – <http://www.carbonatedgames.com/>

- Took over porting for all non-security related code tasks.
- Mouse and keyboard functionality for menus and game actions.
- Addition of Windows only options.
- Implementation of certification requirements (Games for Windows – LIVE, other).

- Bug finds and fixes for pre-ported code.
- Merged code base for the XBLA title and the port.

SOFTWARE DEVELOPMENT ENGINEER

10/2006-03/2007

Mobliss (Contract)

Seattle, WA

The Price is Right (BREW)

- Found and resolved bugs for all systems (networking, sound, graphics, scripting).
- Resolved long-standing issues with code libraries.
- Designed/implemented new library functionality.
- Performed UI implementation for menus and game controls.
- Added extensions to game logic and core implementations.
- Facilitated interaction between the J2ME and BREW development teams in forming the basic structure of the J2ME implementation.

Puzzled Sheep

- Created a level pack.

EDUCATION

BACHELOR OF SCIENCE: COMPUTER SCIENCE (REAL-TIME INTERACTIVE SIMULATION)

2006

DigiPen Institute of Technology

Redmond, WA

- Computer Architecture, Software Engineering, and Networks

ASSOCIATE IN COMPUTERS AND BUSINESS

2001

Camden County Community College

Blackwood, NJ