

Email: benjamindring@hotmail.com **Telephone:** +447896463750

Video game programmer with over **4 years of AAA experience** in **AI, Gameplay, Audio, Network and Tools Programming** with a **First-Class Computer Science Degree** with Honours at the **University of Bath**.

Professional Experience

Mid-Level Programmer at **Sumo Digital** (May 2016 – Sep 2016, Jul 2017 – Present)
Scrum/Agile, Unreal, Unity, Visual Studio, Perforce, TeamCity, Jira, Azure Dev Ops

Sackboy: A Big Adventure (3D Platformer, Unity/Unreal, PS5)

- Prototype development in C#/Unity, full development in C++/Unreal.
- Initially started as a **Gameplay Programmer** before specialising in **AI**.
- Created multiple AI characters used throughout the game using **Behaviour Trees, Nav Meshes** and **Pathfinding**.
- Developed multiple **Boss Characters** using **State Driven Activity Systems**.
- **Networking** of AI characters, bosses and level objects using Unreal's networking and a custom **Client-Side Prediction** layer.
- Worked on a wide range of gameplay systems including player controls, damage systems, automated camera logic, level objects, cutscene management and UI.
- Wrote full **Feature Specifications** for multiple game systems.

Crackdown 3 (3rd Person Shooter, Unreal, Xbox One/Windows 10 UWP)

- **Audio Programmer** working with C++/Unreal and Wwise.
- Developed both **Physics-Based** and **Multidirectional Audio Systems**.
- Experience in debugging and profiling using Wwise.

Regular participant of Sumo's internal Game Jams (C#/Unity and C++/Unreal).

Intern Programmer at **Lionhead Studios** (Jun 2015 – Apr 2016)

Scrum/Agile, Unreal, Visual Studio, Perforce, TeamCity, Team Foundation Server (TFS)

Fable Legends (Multiplayer Action RPG, Unreal, Xbox One/Windows 10 UWP)

- **Tools Programming** with external tools in C#/WPF and engine integrated ones in C++/Unreal.
- Quickly specialised in **Audio Tools Programming** and worked to improve the audio/subtitle/lip-sync pipeline, including interfacing with **Wwise**, developing **Unreal Commandlets** and adding support for **Localisation**.
- Lots of experience in diagnosing obscure engine and editor crashes, tracking down cooking errors and gaining a deep understanding on how Unreal's referencing system operates.

Skill Developer for **Amazon Alexa** (May 2017 – Jul 2017)

Python, SQL, Amazon Web Services (AWS), Amazon/Alexa Developer Console

QA Tester at **Universally Speaking** (Jun 2013 – Sep 2013, Jun 2014 – Sep 2014)

- Primarily **Functional Testing**, while secondarily providing functional support for localisation testers.
- Work for hire QA company, requiring communication with multiple clients, managing a small team under strict time management and working with a large range of different titles and platforms, including mobile, PC and console.

Skills

Technical

- Extremely fluent in **C++** and **C#**, with lots of experience in **Java**, **Python** and **VB.Net**, and familiarity with SQL, Haskell, Lisp, Prolog, HTML, CSS and PHP.
- Worked extensively with **Unreal**, **Unity**, **Visual Studio**, **Perforce**, **Team City**, **Jira**, **Azure Dev Ops** (formally TFS), **OneNote**, **Wwise** and **PlayStation Development Tools**. Familiarity with other tools including **Git** and **Mantis**.
- Lots of experience in **Agile/Scrum Methodologies**, from using post-it notes on a wall to using dedicated software.
- Used to working on tasks in a **Sprint** and **Milestone** format, working alongside a production team and estimating tasks.

Interpersonal

- Good **Communication Skills** and **Collaborative Problem Solving**.
- Experienced in **Technical Communication** including **Code Reviews**, **Pair Programming** and improvised whiteboard design sessions.
- Some **Mentoring Skills**, providing help and guidance to other programmers.
- Able to give clear and concise advice that's easy to understand to a range of different disciplines, including experience writing **Documentation** and **Feature Specifications** for more complex systems.
- Astute **Time Management** skills, with good project awareness allowing me to discuss risks and unexpected work with production or management.
- **Team Orientated Thinker** with an **Optimistic Attitude**, tries to avoid blame culture as much as possible, focussing on what to do next, rather than what we could have done better.
- Generally **Light-Hearted** and **Socially Dynamic**, likes to treat colleagues as friends while keeping professional and sensitive to others.
- A strong passion for making games and writing code.

References available upon request.
