**Benny Wilson**

Belmont, Massachusetts

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Website: <http://benny-wilson.com/>portfolio

**SKILLS**

* C, C++, C#
* Unreal Engine 4/3
* 3DS Max 8, Maya 7, Modo, Blender
* DirectX 9/11, HLSL
* RenderDoc, PIX, SN Tuner
* Adobe Photoshop

**EMPLOYMENT HISTORY**

**Proletariat Inc**, Boston, MA **10/19 – Present**

Senior Graphics Engineer

***Spellbreak***

* Various optimization, tools, shader, and fx tasks.

**Playful Corp**, Plano, TX **2/18 – 4/19**

Software Engineer

***Super Lucky’s Tale: Guardian Trials DLC (Steam, Xbox One), Unannounced Project***

* Developed new and maintained existing shaders and vfx
* Performance/memory optimizations
* General programming tasks and tools

**Robot Entertainment**, Plano, TX **5/13 – 1/18**

Game Developer

***Unannounced Project, Orcs Must Die: Unchained*** (PC, PS4), ***Echo Prime*** (iOS, PC)

* Programmed/maintained several gameplay systems
* Optimized various systems to meet min spec for our Chinese market (Dual core + integrated Intel HD 4000 GPUs)
* Implemented visual fx (character gore, one pass lighting, pushable objects, etc)
* Helped maintain our build systems, QA tools, and automated overnight tests

**id Software**, Richardson, TX **10/09 – 4/13**

Software Engineer

***Rage*** (Xbox 360, PS3, PC), ***Doom 4*** (PC, Xbox One, PS4)

* Programmed various gameplay features (developed new actor types, AI visibility caching, auto-map system, etc)
* Developed and maintained our character and vehicle damage systems
* Worked on rendering systems (destructible objects, cloth simulation, combining models to reduce draw calls, etc)
* Responsible for finding and fixing speed/memory bottlenecks

**Gearbox Software**, Plano, TX **7/06 – 10/09**

Software Engineer

***Borderlands*** (Xbox 360, PS3, PC), ***Brothers in Arms – Hell’s Highway*** (Xbox 360, PS3, PC)

* Developed destructible objects, gore and dismemberment systems
* Performed general gameplay and tools work
* Optimized dynamic lighting and implemented cascaded shadow maps
* Added various graphical effects including sun-flares, steep parallax decals and weapon based DOF effects

**Barking Lizards Technologies,** Richardson, TX **9/05 – 7/06**

Software Engineer

* Helped develop our in-house PC and mobile engines
* Added several software rendered features including glow, heat-haze, DOF, and tri-strip rendering

**TKO Software**, Addison, TX **9/04 – 9/05**

Software Engineer

* Performed general gameplay and tools tasks
* Created menu system used on different platforms (PS2, Xbox, mobile devices)
* Programmed effects for N-Gage (edge detection for outlining, developed palletized sprite format)

# Paradigm Entertainment, Carrollton, TX 7/03 – 9/04

Software Engineer II

***Terminator Redemption*** (PS2, Xbox, GameCube)

* Implemented basic “rubber band” vehicle AI
* Ported glares and sun-flares to Xbox and GameCube
* Helped ensure we met Xbox TCR requirements

**EDUCATION**

B.S., Computer Science

Baylor University, December 2001

GPA: 3.51 (Overall), 3.86 (Major)