Humberto Benitez
Game Programmer

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Technical Skills

Engines

Unity 2D/3D

Unreal Engine 4/5

Programming Languages

C#
C++

Audio

Reaper
FMOD

Other

GitHub
Jira/Trello/ClickUp
Miro

Soft Skills

Communication Skills
Interpersonal Skills
Adaptable
Quick Learner
Team Player
Critical Thinker
Punctual

Languages

English
Primary Fluency

Spanish
Limited Working Proficiency

Interests

Fitness
Guitar
Video Games
Reading

Qualifications

- Familiarity with Unity 2D/3D and Unreal engine.
- Knowledgeable in C# with experience scripting, documenting, testing, and debugging.
- Learning C++ programming through online courses from Udemy
- Have basic understandings of sound design concepts and have experience using Reaper & FMOD.
- Experience using version control software and its concepts (committing, pulling/pushing, merging, etc)
- Experience using the Agile methodology and its concepts

Education

Game Design – Honours Bachelour Degree   **Expected APR 2024**
Sheridan College, Oakville, ON
- Honours GPA 3.72

Projects

Stop and Breathe   **2024**
- Oversaw and implemented multiple mechanics.
- Worked with another programmer to coordinate workload.
- Utilized proper source control techniques and solved conflicts when they arose.

One Month at a Time   **2023**
- Was able to learn and work with another tool (Fungus Unity).
- Worked in a small team and was the sole programmer.
- Part took in team discussions about game design and ludo-narrative harmony with those design choices.

The Hanger   **2023**
- Created mechanics that fit the requirements of the level design.
- Familiarized myself with Unreal Engine and its tool.

Gunsmith   **2022**
- Followed 3D asset creation principles (modelling, creating UVs, texturing, etc) to create an asset.
- Followed UI and UX principles to create a scannable and readable HUD.
- Collaborated and shared work with other students.

Experience

Front-End Supervisor   **NOV 2021 to OCT 2022**
Real Canadian Superstore – Mississauga, ON

- Ability to effectively communicate between departments to resolve issues.
- Demonstrated problem-solving skills when an issue arises on the lanes or at customer service.
- Ability to effectively communicate between departments to resolve issues.