

# BEN SNOWDEN

Lawrenceville, GA · 678-478-1151

BENCNSNOWDEN@GMAIL.COM · LINKEDIN.COM/IN/THEBENSNOWDEN · SLIVERIMAGE.COM

## EXPERIENCE

**09/2021 – CURRENT**

**AR VR DEVELOPER**, INVERIS TRAINING

Developed scalable network-enabled features in Unity 3D across several AR and VR platforms for multiple products and features including Room Clearing, Marksman Training, and Police and Task Force training. Created custom Unity automation tools that speed up and streamline the development process between art and software teams. Streamlined NPC creation and integration. Created analysis tools that provide feedback for trainees. Refactored large sets of code bases to fit new architecture and cut tech debt. Future-proofed system architecture with thought-out technical design and documentation. Worked with custom weapon tracking systems along with final IK and ragdoll systems.

(<https://www.inveristraining.com/>)

**05/2019 – CURRENT**

**VP OF CREATIVE CONTENT**, CORRUPTED MEDIA (VERTICAL SHIFT AND UNANNOUNCED PROJECT) / FOUNDER

Co-Founded in 2019. Managed a combined team of 6+ artist and engineers. Using Unity, created 3D Levels and audio systems, engineered social systems including friend systems, STAT tracking, leaderboard systems, and cosmetic microtransactions. Created real time networking solutions with Photon. Stored and managed player account data with Azure Playfab. Manipulated 3D models and materials for optimization cases. Ran and streamed VR tournaments to players world wide.

(<http://verticalshift.net/>)

**01/2021 - 06/2021**

**UNITY AR DEV**, DIGITALYALO (CONTRACT)

Developed an AR app to enable users to preview blind models on interior windows. Created analytic systems to track user experiences. Added animated UI interfaces that dynamically adjust for landscape and portrait modes. Created sorting algorithm to manage the presentation of product catalogs based on more than 10 presences. Contributed to the creation of AR mechanics to place furniture sets in an AR home environment. Added features to change furniture colors, rotate items, and to reposition furniture location.

**05/2020 - 08/2020**

**IT INTERN**, CHUGACH GOVERNMENT SOLUTIONS

Aided the management and creation of additional network security systems to properly manage and secure servers for office spaces while also creating work at home solutions during COVID-19.

**08/2019 - 03/2020**

**VIRTUAL REALITY DEVELOPER**, DELTA SIGMA COMPANY

Developed a VR showcase room in Unity to allow customers to view CAD models at scale in real time. Enabled Delta Sigma's customers to have an almost real experience before their desired machine was constructed.

**05/2019 - 08/2020**

**INNOVATION INTERN / GAME DEVELOPER**, SOUTHERN COMPANY

Led the restructuring of a safety project to support new training objectives. Spearheaded the development of a game titled "Power Play", worked on asynchronous loading systems, player controllers, coin systems, and tools to enable the creation of engaging mini-games. ([powerplay.southernco.com](http://powerplay.southernco.com))

## EDUCATION

**FALL 2017 - SPRING 2021**

**BACHELOR OF SCIENCE IN COMPUTER GAME DESIGN AND DEVELOPMENT**, KENNESAW STATE UNIVERSITY

Double Minor in Software Engineering + Computer Science

**Awards:** Presidents List, Dean's List (2x), Honors, Best Community events, Best Community Council (as President), 1st Game Jams)

## SKILLS

- Unity 3D (9yr+)
- C# (9yr+)
- Jira (3yr+)
- VR/AR (6yr+)
- Quest 2, Index, Vive, Rift (4yr+)
- Magic Leap (1.5yr+)
- Level Design (6yr+)
- Competitive FPS Map Design (3yr+)
- Competitive eSports FPS analysis (4yr+)
- Agile Project management (4yr+)
- Azure Playfab (3yr+)
- Git (5yr+)
- Photon (4yr+)
- Mirror (1.5yr+)
- Unity Optimization and profiling (5yr+)
- Unity Post Processing / Lighting (5yr+)
- Unity XR (6yr+)
- Unity Final IK and Ragdolls (3yr+)