

IZZY BENAVENTE

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EDUCATION

University of Southern California, Graduating May 2017

Fall 2013 – Present

- B.S. in Computer Science (Games) with a specialization in Cyber Security. GPA: 3.6

PROFESSIONAL EXPERIENCE

Pinscreen | UX Developer - Los Angeles, CA

Sept 2016 - Dec 2016

- Collaborated with other UX developers to design and build a responsive 2016 elections page using **AngularJS**
- Prototyped a new creation page for user-made mashups with webcam integration for picture taking using **ReactJS**

Infinity Ward | UI Software Engineer Intern - Woodland Hills, CA

Summer 2016

Call of Duty: Infinite Warfare

- Developed and iterated on new menus and widgets for equipment, rewards, and lobbies across all game modes
- Provided engineering support for both frontend and in-game UI elements to meet ship-quality standards

Call of Duty: Infinite Warfare

Summer 2015

- Developed new features and improvements for a tool optimizing the workflow of the UI pipeline
- Maintained the tool, fixing bugs and improving usability continuously with iterative feedback from the team
- Implemented new UI components for the in-game HUD and menus using **Lua** and **C++**

Slickdeals | Web Development Intern - Las Vegas, NV

Summer 2014

- Developed a price tracker to alert users when a price drops on tracked items using URLs from online retailers
- Created pages to match designer-made comps and layouts while ensuring responsiveness and browser compatibility
- Implemented various features for new pages and the price tracker using **PHP**, **SQL**, **JavaScript**, and **jQuery**

MAJOR PROJECTS

Skyshot (UE4 Networked Game) | Lead Producer & UI Engineer - Los Angeles, CA

Jan 2016 - Present

- Managed team of 20 student developers to meet deadlines and produce a parkour-focused, sports, multiplayer game
- Collaborated with concept artists to construct a unified and professional game **logo**, **brand**, and **aesthetic**
- Designed and implemented front end menus and lobby interactions, led overall UI direction for HUD and menus

Psychic (Unity Game) | Lead Engineer - Los Angeles, CA

Aug 2015 – May 2016

- Developed adaptive dialogue system, advised on technical design decisions, and produced weekly stable builds
- Implemented a choice controller with a flexible input system for usability on **PC**, **AppleTV**, **FireTV**, and **Android**

Archipelago (Unity Game) | Designer & Engineer - Los Angeles, CA

Aug 2015 – Dec 2015

- Designed and implemented UI, menu flow, day/night cycle, journal system, and campfire interactions in **C#**
- Coordinated with composer remotely to guide audio direction then implemented music and sound effects
- Conducted various playtests throughout the development cycle and implemented metrics to track player behavior

ElemenTerra (VR Unity Game) | Gameplay Engineer - Los Angeles, CA

Aug 2014 – May 2015

- Programmed radial gravity, flight mechanics, and a growth system for planting on any surface
- Developed an intuitive movement system using the **Oculus Rift** and **Razer Hydra** with **C#** scripting

EXTRACURRICULAR ACTIVITIES

USC Association for Computing Machinery | Vice President - Los Angeles, CA

Jan 2015 – Dec 2016

- Met weekly with the ACM board to organize 35+ events each semester for the diverse CS community within USC
- Led ACM², a group that teaches event planning, teamwork, and leadership; mentored underclassmen bi-weekly

SKILLS

- **C++**, **C#**, **Java**, **Lua**, **HTML5**, **CCS3**, **JavaScript**, **Bootstrap**, **Foundations**
- **Visual Studio**, **Unreal Engine 4**, **Unity 2D/3D**, **Git**, **Perforce**, **SourceTree**, **Photoshop**, **Premiere**, **InDesign**