

Benjamin Schuster

Programmer & Developer

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Education

M.S. in Game Development

Bradley University, Peoria, IL
Aug 2022 - Aug 2023
Graduated Summa Cum Laude

B.S. in Computer Science

Bradley University, Peoria, IL
Aug 2018 - May 2022
Graduated Summa Cum Laude

Projects

Miniature Database Gallery

A personal Django web app that tracks and displays a miniature collection of around 400 models.

- Leveraged Python and Django to rapidly build a web app to categorize hundreds of records.
- Analyzed search queries and reduced retrieval time by up to 75%.
- Optimized the MySQL database to be third normal form.
- Compiled Python scripts that automated the data migration to the new database.

Chronoclasm

Aug 2022 - Aug 2023

Lead Software Engineer on my master's project, a first-person shooter where you warp time to avoid waves of bullets.

- Developed, debugged, and deployed C# solutions for the game, delivering 400+ scripts.
- Created and maintained a shared GitHub environment, reviewing 100+ pull requests.
- Conducted analytical analysis of playtest data to create an action plan that saw the core feature's average usage rate rise from 65.5% to 97.5%.
- Facilitated meetings with agendas, summaries, and post-mortems that reduced meeting times by 60%.
- Established an audio pipeline that streamlined the game audio, allowing twice the amount of audio to be implemented.
- Acted as lead contact with an advisory team of industry professionals, delivering six presentations throughout the year.

Disaster Golf

Aug 2021 - May 2022

Software Engineer on my senior capstone project, a fast-paced minigolf game with meteors instead of clubs.

- Coordinated with a multi-discipline team of 30 daily online and in person.
- Optimized a SQL database schema that collected real-time player data during playtests.
- Built a backend asset-browsing solution that allowed designers to double the game's level count.
- Sponsored to present the game to hundreds of professionals at the Game Developers Conference.

Work History

Technical Advisor for Wicked Wizards

Aug. 2022 – May 2023

Bradley University Interactive Media Department, Peoria, IL

Programming teacher assistant for a senior capstone project, [Wicked Wizards](#), a networked co-op PVE shooter.

- Analyzed a team of 40 senior students of multiple disciplines for two semesters to offer constructive feedback daily.
- Tested the game every week, identifying bugs to report and worked with the team to debug them.

Senior Help Desk Consultant

Sep 2019 - Aug 2022

Bradley University IT Department, Peoria, IL

Offered technical support to students, parents, professors, and staff for a private university.

- Solved dozens of technical and professional issues daily for a variety of clients in a hybrid environment.
- Wrote hundreds of detailed support tickets in SolarWinds.

Skills

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|-----------------------|-----------------|------------------|-------------|-------------------|
| - Python, C#, and C++ | - Django | - Databases, SQL | - Debugging | - Microsoft Suite |
| - Data Graphs | - Documentation | - Linear Algebra | - GitHub | - Organization |