

Neriah Benoit

Programmer & Game Developer

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EDUCATION

HUMBER COLLEGE NORTH CAMPUS: GAME PROGRAMMING ADVANCED DIPLOMA WITH HONOURS – 2015-2018

Toronto, Ontario

Successfully completed in 3 years, the Game Programming course covered multiple subjects in game development. This includes: programming in multiple languages, mobile apps, websites, programming a game engine with OpenGL, game design, data structures, design patterns and more.

TILBURY DISTRICT HIGH SCHOOL – 2011-2015

Tilbury, Ontario

Awarded honour rolls and two consecutive years of highest grade in communications tech.

WORK AND PROJECT EXPERIENCE

GRIFF: HUMBER COLLEGE FINAL PROJECT – 2018

<http://library.humber.ca/collections/repository/content/griff>

Griff is a 3D single-player exploration third person game. Created in Unity, the project was completed solely—including programming, shaders, art assets, animations, and music.

PREY: MOBILE FINAL PROJECT – 2018

<https://github.com/Keyyva/Prey>

Developed in xCode with the Swift programming language, version control (git) was used throughout the entire span of development. Code structure, expandability and clean code were the main points of focus for this project.

TANK CRUSADERS: VISUAL EFFECTS – 2017

A game developed in Unreal Engine by the entire 2017 programming and art class students. My role was lead visual effects—I was responsible for implementing and creating Unreal Engine particles as well as keeping organization within the visual effects team.

This project gave experience with working in large teams, handling time management for multiple people and holding daily scrum meetings with the visual effects team.

GLOBAL GAME JAM 2017: ARTIST AND TEAM MEMBER – 2017

With a 48 hour timeline and a group of 4 people, we collaborated to create Crowd Mentality. I was responsible for 3D modelling, rigging, weight painting, animation, unwrapping and texturing.

HMSHOST: CREW MEMBER AND PORTER – 2013-2018

Tilbury, Ontario

As a crew member, I worked with a team to prepare customer orders in a timely manner. As a porter, I socialized with customers, worked independently, and handled the cleaning and maintenance of the building.

TECHNICAL SKILLS

- C++
- C#
- Java
- JavaScript
- Swift
- HTML5
- CSS
- SQL
- Responsive web design
- Unity
- Unreal Engine
- Android Studio
- Xcode
- Microsoft Visual Studio
- Blender
- 3ds Max
- Photoshop
- Version Control (Git)
- Microsoft Word
- Microsoft Excel

Other Interests

Rock/metal music, motorcycles, animals, photography and performing circus acts (flower sticks, yo-yos, spinning plates).

References available upon request