

Benjamin B. Boozer, IV

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IV
BENJAMIN BARRETT BOOZER

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Objective

Obtain a position at an innovative company focusing in games or interactive media, where my skills as a creative programmer will be best put to use.

Education

Rochester Institute of Technology
Bachelor of Science in New Media Interactive Development,
expected May 2014
+ *Dean's List: Fall quarter 2009, Winter quarter 2009*
+ *Presented KODA at Imagine RIT 2013*

Community Services

+ *Volunteered at CJW Medical Center - Johnston Willis*
+ *Volunteered at Foodlink*
+ *Community Builders Network*

Courses

New Media Programming 1-4	Advanced 3D Modeling
Multi-User Media Spaces	3D Modeling and Animation for Interactive Media
Free Open Source Software Game Development	2D Animation for Interactive Media
New Media Team Project (Capstone 1 and 2)	Drawing for Non-Majors 1
Programming for Digital Media	Graphic Design for New Media
Game Design and Development 1 and 2	Interactive Game Audio
Wargame Design	Digital Audio Production
Discrete Math 1 and 2	New Media Web Technologies

Technical Skills

Software: **Unity3D, Microsoft Visual Studio, Autodesk Maya, and Mudbox, Adobe Photoshop, Flash, and Illustrator, Pixologic Zbrush, Sony Vegas, GIT, Mercurial, SVN**

Programming: **C#, Processing, Java, Actionscript 3.0, Objective-C, HTML, CSS, PHP, and Python**

Projects

KODA	Koda is a physical computing project designed to create a musical experience encouraging musical aptitude in children. Utilized, custom built, oversized MIDI interfaces, and a visualizer programmed in Processing and Java.
HEAVY INSERTION	An online multiplayer enabled tank simulator featuring extensive use of real-time networked physics, and AI with advanced 3D guidance algorithms.
SPACE ACE	A graphically advanced Flash-based Asteroid clone that included guided turrets and projectiles governed by Newtonian physics.

Employment Experience

ADNET Contractor for NASA: Richmond, VA, Summer 2013	Designed and programmed new museum kiosks utilizing iPads.
Technical Artist and Programming Intern for Dreamquest Games: Denver, CO, Summer 2012	+ Created 3D and 2D art assets for games and Kickstarter page. + Programmed game prototype, and participated in debugging.
Sales Associate for Vector Marketing (CUTCO Cutlery): Richmond, VA, Summer - Winter 2010	Performed presentations of products for potential clients. Accepted and filed orders for products.
Photo Editor for Marie O'Kleasky Photography: Midlothian, VA, Winter 2008 - Summer 2009	Removed blemishes, applied "glamour-passes," isolated subjects, and formatted images for print.