Benjamin Anderson

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Summary

Passionate game design and development student with extensive skills in Python, 3D modeling, and full-stack development. Led a project at a hackathon, winning the best in teamwork award. Experience in developing mods, using scripting and art skills to create custom features in existing games. Seeking an internship to further apply technical skills in a real-world game development environment.

Education

University of Wisconsin - Milwaukee, WI.

• Bachelor of Science in Information Science and Technology (Expected 2026)

Gateway Technical College - Kenosha, WI.

• Software Development (2017 - 2021)

Technical Skills

Programming Languages: Python, Lua, Java, C++, JavaScript.

Web Development: HTML/CSS, WordPress, React Native.

Tools & Technologies: MySQL, GitHub, Adobe Photoshop & Premiere, Blender.

Projects & Achievements

"Best In Teamwork" - Mitobyte Hackathon award for collaborative problem-solving.

Full Stack Game Modding - Creating Cyberpunk 2077 mods using 3D modeling and scripting.

Professional Experience

Medline Industries - Warehouse Operator, IL. (2021 - 2022)

• Improved process efficiency and trained team members, demonstrating leadership and operational reliability. FedEx Office - Print and Ship Consultant, IL. (2019 - 2020)

• Delivered customized client solution, practicing communication and technical problem-solving skills.

Vail Resorts - Conveyor Operator, WI. (2016 - 2019)

• Ensured safety protocols and exceptional guest experience with every interaction.

Self-Taught & Technical Training

Academic Courses: Web Design, System Analysis, App Development, Agile Methodologies, Networking, Project management, User Experience, Interface Design.

Continued development: Game Design, Scripting, AI/LLM assistance, Multimedia, Simulated Game Physics. **Soft Skills:** Analytical Thinking, Creativity, Initiative, Quick Learner, Teamwork, Problem Solving.