

Jake Ben-Tovim

Game Developer

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Summary	Game developer with experience in TypeScript/JavaScript, C#, C++, and HTML5, as well as various game engines and reactive web technologies and services.
Experience	<p>Game Software Engineer, MahiGaming Deerfield Beach, FL May 2018 to April 2020 → Escondido, CA May 2020 to Present</p> <ul style="list-style-type: none">➤ Worked as a core member developing a config-driven game engine in TypeScript.➤ Developing online casino slot games which receive millions of spins per day.➤ Have worked on or acted as development lead of multiple web game products which are deployed in dozens of languages and which are compatible with hundreds of device configurations. <p>Software Engineer, EagleDream Technologies Rochester, NY — September 2017 to Present (will finish December 2017)</p> <ul style="list-style-type: none">➤ Worked as an intern into a contract in various teams contributing to EagleDream's projects targeting a variety of markets including marketing, healthcare, and retail.➤ Utilized reactive and modern web technologies (Angular, Redux, AWS), TypeScript, and C# to create Fortune 500 applications, from responsive front-end designs to back-end database interactions. <p>Unity Game Developer, MAGIC Spell Studios Rochester, NY — September 2015 to August 2016</p> <ul style="list-style-type: none">➤ Worked with a team of 15 on <i>Word Wells</i>, a mobile game which aids in adult literacy:<ul style="list-style-type: none">○ Developed in Unity 5 with C#, targeted Android○ Created an extensible data-driven (JSON) minigame framework○ Developed systems used for all object interactions, player navigation, and created a componentized data persistence system for save states and cross-scene continuity
Projects	<p>Game Server Owner & Technical Designer Online — April 2014 to present</p> <ul style="list-style-type: none">➤ Owner and lead developer/designer for a public Minecraft server (non-profit, this is my "passion project")<ul style="list-style-type: none">○ Lead a team of 10-15 "staff" members in developing new gameplay features.○ Design and implement new features from the ground up through a server-side scripting language and release them to players incrementally.○ Guide the community and work hands on to moderate player issues and resolve disputes. <p>Custom C++ Game Engine, Shetland Engine - Lead Programmer</p> <ul style="list-style-type: none">➤ A custom game engine, used to develop a shooting gallery demo<ul style="list-style-type: none">○ Created base game object class and engine inheritance structure○ Programmed mesh rendering system in OpenGL through .obj file streaming○ Developed underlying collision structures (octrees) and memory allocation of meshes and game objects
Skills	<p>Languages: TypeScript/JavaScript, C++, C#, JavaScript, HTML5, CSS, familiar with Java Programs: Visual Studio, Unreal, Unity, Git, familiar with Photoshop, Maya, Perforce Other Skills: game design, project leadership, teaching, UX</p>
Education	<p>Rochester Institute of Technology</p> <ul style="list-style-type: none">➤ Bachelor of Science in Game Design & Development<ul style="list-style-type: none">○ 4.0 GPA, Presidential Scholar, Dean's List, Honors Student