JEFFREY BENNETT

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SKILLS

Languages
• C#, Objective-C, Javascript, HTML5, CSS, PHP, MySQL
Platforms
• Steam, iOS, Android, Meta Quest
Tools
• Unity3D, PlayFab, Photon, AWS, Xcode
Project Management
• SCRUM, Agile, TDD, Git, Jira

EXPERIENCE

Jan 2019 - Present	Freelance Developer, *Jexreffy Studios LLC* · Available as an independent software development contractor that specializes in Unity3D development.
Nov 2022 - Mar 2024	XR Developer, *Avatar Partners, INC* · Delivered a Networked Training Simulator for the Navy Security Forces built on Unity Netcode.
Jan 2016 – Jun 2019	Lead Developer, *North Star Games* · Lead Unity3D Developer focused on creating the digital versions of North Star Games' board games. · Software Architect focused on creating all of the systems for *Evolution: The Video Game* with a focus on the Multiplayer backend in PlayFab JS. · Interfaced directly with the Project Manager and Artists to implement the design requirements for *Evolution: The Video Game*. · Interviewed and managed Junior Developers and Contractors.
Mar 2013 - Dec 2015	Senior Consultant, *Booz Allen Hamilton* · Software Developer creating applications for government contracts. · Worked on Serious Games & Interactive Media projects in Unity3D creating various applications. · Developed native iOS applications and AWS PHP Cloud applications.
Apr 2011 – Feb 2013	Software Specialist I, *CareWorks Technologies* · Contracted out to Nationwide Insurance building an Automated Testing Framework for their internal software.
Jan 2006 – Mar 2011	Staff Programming Specialist, *The Equity Engineering Group* · Junior Developer on a small team building a 4-tier Windows application for inspection and maintenance of oil refineries. · Developed an MVC framework and the UI to connect to the Server, Database, and Calculator.

CERTIFICATION

Jun 2020 - Jun 2022	Unity Certified Expert: Programmer, *Unity Technologies*
Apr 2016 - Apr 2018	Unity Certified Developer, *Unity Technologies*