

JEFFREY BENNETT

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SKILLS

Languages

- C#, Objective-C, Javascript, HTML5, CSS, PHP

Platforms

- Steam, iOS, Android, Oculus

Tools

- Unity3D, PlayFab, Photon, AWS, Xcode

EXPERIENCE

Jan 2019 - Present

Freelance Developer, *Jexreffy Studios LLC*

- Available as an independent software development contractor that specializes in Unity3D development.

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*.
- 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 the building blocks the designers used to make the applications.
- Developed native iOS applications and AWS 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.

EDUCATION

Sep 2003 - May 2008

B.S. Computer Engineering, *University of Akron*

CERTIFICATION

Jun 2020 - Jun 2020

Unity Certified Expert: Programmer, *Unity Technologies*

Apr 2016 - Apr 2018

Unity Certified Developer, *Unity Technologies*