

# BENJAMIN STERN

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## EMPLOYMENT

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### Software Developer Breeze Creative Summer 2014 - Present

Game and Interactive Application Developer ([www.breezcreative.co.il/en/](http://www.breezcreative.co.il/en/))

- Created and Developed more than 40 experiences for various clients with a variety of technologies by focusing on strong modular systems that can be reused and rapidly iterated upon.
- Supported other company developments by extending their application functionality and optimizing their algorithms to provide improved efficiency.
- Responsible for working with designers to breakdown each applications' flow and requirements
- Developed automation tools that improved efficiency of testing and deploying new application builds.

### Course Development and Training Vancouver Film School Spring 2011 – Spring 2014

Teaching Assistant, Game Design ([vfs.edu](http://vfs.edu))

- Courses: Flash Applications, Advanced Flash Applications, Browser Applications and Unity 2D Applications
- Taught and Supported Students in the Game Design program through over 100 self elected group projects helping them with planning and critical thinking to overcome development challenges.
- Awarded (3) and Nominated(4) for the Unsung Hero Award by the students for being the single individual throughout their time at school that made the most impact and they felt went above and beyond the call of duty for them during their time there.

### Frontend/Backend Developer AppSpin Inc. Fall 2008 – Spring 2011

- Developed for Electronic Arts (EA) a browser graphic application with which a user could create textures that could then be downloaded or used within game.
- Worked on the back-end services to provide APIs for a variety of game statistics that could leveraged for use via the website to show user statistics interfacing with EA's data server, caching results and implemented load testing.

### Web Developer Vivity Labs Inc. Summer 2008

Game and Facebook Applications ([x-www.fitbrains.com](http://x-www.fitbrains.com))

- Worked on a browser game that interface with the company's APIs for user progress and level difficulty as well as a Facebook application that interfaced with facebook's API to collect data.

## TECHNICAL EXPERIENCE

### Projects

- **Personal Website:** [bnns.altervista.org](http://bnns.altervista.org) (for additional information and further details about the 40+ projects completed)
- **AR Book** (2018). An augmented reality interactive book where a beautiful scene is overlaid over-top a physical book that the user can pickup and move around. Unity3D, ARToolkit, C#, C++
- **Melehya: Interactive Classroom** (2017) An electronic classroom where an instructor can guide their students through a fully customized lesson with various activities with statistics. Developed the CMS, Frontend and Android Application. Babelify, CSS, Grunt, HTML, Java, JavaScript, jQuery, NodeJS, VelocityJS
- **Street Run** (2015,2016). A temple-run like Kinect arcade game where the player need to move to avoid obstacles, collect coins and powerups. Unity3D, C#
- **Interactive Table** (2014). An interactive group table and presentation where each player is provided with their personal and group play areas, multi-lingual support and modularized for customization by designers and artists. ActionScript
- **Selfie Wall** (2014-2018). A fully customize-able photo-taking application that displays images on a big screen in different settings and environments, the user can choose to email themselves the photo. Adobe Air, Windows Service Platform

## EDUCATION

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### Vancouver, BC Vancouver Film School Diploma: Game Design

### SKILLS

- **Languages:** (*proficient*): ActionScript, C#, JavaScript (*familiar*): C++, CSS, Java, Haxe, HTML, MySQL, PHP, SQL
- **Libraries:** ARToolkit, Babel, Bootstrap, Grunt, jQuery, RequireJS, Windows Service Platform, WPF
- **Technologies:** (*proficient*): Adobe Brackets, FlashDevelop, Inno Setup, Kinect Studio, NodeJS, NPM, SVN, Visual Studio, Unity3D (*familiar*): Android Studio, Apache JMeter, Eclipse, FFMpeg, Git, Microsoft SignTool, Microsoft SQL Server, NetBeans, Perforce, Processing, Scaleform, Unreal Engine