BENJAMIN WYGANT

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Experience

Striiv, Inc. | **Android Programmer** | December 2013 – present | http://www.striiv.com | Programmed and developed the Striiv Android app with a focus in UI, local data storage, and Activity/Fragment/Service interactions. | I developed this app using Android Studio and made builds for the company using Jenkins.

Handstand Inc. | **Android Programmer** | June 2012 – October 2013 | http://handstand-inc.com | Programmed and developed the Nota app. This app is no longer available, but I mostly focused on UI elements and XML layouts in this project. | Nota was developed through Intellij 12 and uses the Android framework.

Camera Obscura | **C# Programmer** | 2010 – 2013 | Developed mostly while in college. I worked primarily on physics and collision. Work on Camera Obscura continued through college and sometime after. It was published on Steam on Feb. 19, 2015. | Camera Obscura was developed using Visual Studio and uses the XNA framework.

Video Game Development Club, University of California, Irvine | **Programmer** | 2010 - 2011
I participated in Game Jam in Spring 2011 and Summer 2011 where I programmed Camera Obscura and Tarik's Tomb at different times with different team members, and with only one week of time each before judges evaluated the work.

Circuit Breakers | **Android Programmer** | 2011 | Circuit Breakers is a small puzzle game developed in a short time. Circuit Breakers can be downloaded from the Play Store for free and has over 10 thousand downloads. | Circuit Breakers was developed through Eclipse and uses the Android framework.

Degree

Bachelor's Degree in Computer Science | University of California, Irvine, Irvine, CA | Sep 2008 - March 2012

Other Skills

SQLite experience from using Android's SQLiteDatabase.
Some HTML experience.
XNA experience through Camera Obscura.
Amateur video game design experience.
Modular and reusable code.
Over ten years of playing video games has given me an insight into what makes a successful game.