

# Benjamin Rush

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## OBJECTIVE

Looking for internship opportunities in the video game industry to apply my skillset and participate in the development of industry-defining video games.

## EDUCATION

*Champlain College*, Burlington, VT

**Bachelor of Science Degree in Game Design**, Anticipated Graduation: 2025

## TOOLS PROFICIENCIES

· *Foundational*: Photoshop, Gamedev 2.0, Illustrator, Unity, Powerpoint, Excel and Git, C++, C#, Unreal Engine, Source Engine, Maya, Jira

## SKILLS

- Aptitude for coding
- Computer Building
- Adaptable
- Customer Service
- Project-based teamwork

## NOTABLE COURSEWORK AND PROJECTS

### Game Studio II, Spring 2023

- Cooperated in several team-based projects with the use of organizational tools such as Redmine, Git, and Mattermost.
- Created Minimum Viable Products that were presented to peers.
- Created and updated documentation as projects went on.

### Sugar Slay | ReGame-XR, Summer Internship 2023

- Worked with a team in Boston to create a MVP to gamify tracking and managing diabetes in newly diagnosed young adults.
- Regularly met with the client to ensure the MVP was within their specifications.

## OTHER WORK EXPERIENCE

### Petsmart May 2021-Present

Part-time Sales Associate, Williston, VT

- Handled cash register, stocking, and customer greeting and customer service duties.
- Received Associate of the Month award for May 2022 for excellent customer service reviews