



Ben Wilson

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Skills

Programming

- C#
- Python
- HTML
- CSS
- JS

Software

- Unity
- Visual Studio
- Git
- Blender
- Construct



Summary

I am a C# programmer who enjoys learning how mechanics are made and the different ways to create these mechanics. Keen to progress into a full-time programmer to apply my skills and improve upon them.



Projects

You can view more projects at <https://ben-w.com>

VTOL VR Multiplayer Mod (~9 Months) - May 2019 to Feb 2020

A multiplayer mod for VTOL VR using SteamWorks.net. I worked on it for about nine months by my self, managed to create the user interface for joining games, and syncing other players in the game world. I stopped working on it to focus on the mod loader as it was gaining popularity, it later got picked up by a group of people and finished off.

- Built using Steamworks and P2P networking
- Joining and Leaving Scenarios
- Syncing player vehicles and positions in a floating point world
- Syncing vehicle loadouts

VTOL VR Mod Loader (~19 Months) - Apr 2019 to Present

An open-source mod loader which also provides a basic API and a website which users can share their mods and skins for the game VTOL VR on steam. I've spent the past 19 months working on this project to make it easier for users to create mods and skins.

- Open Source C# mod loader
- WPF Application
- Python Website with RESTful Api

Editor Rich Presense

Editor Rich Presence is a tool for the Unity editor, it adds Discord's rich presence into the editor so you can share to your friends on discord what you're currently working on.

- Ability to hide and show scene name, project name and current duration.
- Displays current unity version
- Open Source
- Available on Unity Asset Store

Block Factory (13 Weeks)

Block Factory is a sandbox factory builder where you are tasked to build an efficient factory to sell and earn as much money as you can. This was my first complete 3D game made with Unity for my FMP in college which I was given 13 weeks to plan and create while documenting the process.

Infected 2D

Infected 2D is a game based for a playground game I used to play called Tag, except when the timer runs out the person who is tagged dies. This was one of my first projects where I reached a happy ending of release it. I created it in my spare time while working on another project for my college work.



Hobbies and Interests

I enjoy exploring all parts of England, I've driven over 1500 miles just in road-tripping alone in the time I have been driving and over many different places like Dorset, Dover, Birmingham and America. When I'm at home I also enjoy programming, experimenting with new technologies and maintaining and updating my more popular project. I have been also playing squash for the past five years and been doing a lot of cycling around West Sussex.



Education

Northbrook College (2016 - 2019)

- Games Development Level 3 - Merit
- English GCSE - 4
- Games Development Level 2 - Distinction



Recent Employment

Tesco - Customer Delivery Driver (2019 - Present)

- Loading and Unloading your van
- Arriving on time to customers adress
- Being observant and consistent with van checks