Ben **Wilson**

West Sussex

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Summary

I am a C# programmer who has focused on desktop experiences for the past five years in my spare time. I mostly develop with Unity Game Engine, but also have significant experience in WPF for desktop apps, website development and cloud deployment. I am keen to progress into a full-time developer role - excited to apply my skills and improve upon them.

Projects

VTOL VR Mod Loader
Open Source, GitLab

ben-w.com/posts/vtolvr-mods
Apr 2019 to Present

- Main developer for open source project with over 3000 users
- Created .NET WPF application to download and update via a REST API
- Created custom CI/CD to build, sign and package releases
- Provides the ability for users to play with mods

VTOLVR-Mods.com
GitLab

ben-w.com/posts/vtolvr-mods
Mar 2020 to Present

- Managed an international team to maintain the website with over 6000 monthly visitors
- Designed and created front end pages
- Created core python logic for pages
- Setup REST API for communications with software
- Provides a platform for users to share their modded creations for free

Editor Rich Presense
Open Source, GitHub

ben-w.com/posts/editor-rich-presence
Nov 2018 to Present

- An open source editor tool for the Unity game engine with a 4-star rating
- Created a custom editor window to display a preview
- Used Discord SDK to update their profiles accordingly
- Displays what developers are working on in Unity on Discord

Shopping Frenzy
Vim Jam 2

ben-w.com/posts/shopping-frenzy
Sep 2021

- A small game made as part of a game jam with one artist
- Created modular systems for the checkouts and AI shoppers
- Used Azure PlayFab to create an online leaderboard
- Ranked 86th out of 410 entries

Block Factory
Northbrook College Project

ben-w.com/posts/block-factory
May 2018 to Jul 2018

- A sandbox game that was created in Unity for my Final Major Project at college.
- Used scriptable objects to store different recipes
- Created all the logic for transporting and crafting items
- Released on Itch.io and GameJolt and gained over 4000 views

The Falling
24H Game Jam

ben-w.com/posts/the-falling
Jun 2019

- 24-hour game jam in a team of two.
- Randomly picking a path with a goal or lava
- Storing scores and high scores

Skills

Programming Languages
C#
Python
HTML
JavaScript
CSS

Software
Unity
Visual Studio
JetBrains IDE's (Rider, PyCharm)
GitLab Runner
Git Command Line

Frameworks
Django
Steamworks
WPF
.NET

Education

Northbrook College   *Worthing*

Games Development Level 3 Extended - Merit   *2016 - 2019*

• Used Trello for agile project management
• Supported other peers in one to ones with programming related issues
• Created learning resources for other peers in my spare time
• Learnt the core understanding of 3D modelling in Autodesk Maya and Blender

Recent Employment

Tesco Customer Delivery Driver   *Worthing*

Part Time   *2019 - Present*

• Diligently arrived on time to customers' adresses and assisted them with unloading
• Consistently and carefully monitored delivery van health, performing maintenance where necessary
• Maintained community relations and provided customer care

Charity Work

St John Ambulance Badgers & Cadets   *Steyning & Southwick*

7 Years   *2009 - 2016*

• Self-taught First Aid and passed all required tests
• Assisted in local events such as Brighton and Hove Albion football matches
• Taught first aid to new recruits, adjusting teaching style to personal preferences
• Worked closely with the team, developing conidence and communication skills

Hobbies and Interests

I have recently become a keen mapper for OpenStreetMap.org to provide correct and accurate residential addresses. After being a delivery driver for Tesco, hearing how drivers resented delivering to my home down due to all the named houses I set out to see how I rectify the problem. Along with mapping, I enjoy finding and exploring new places all over England. Enjoying the outdoors with walks, cycles and road trips. I also have been playing squash for the past six years at my local leisure centre.