

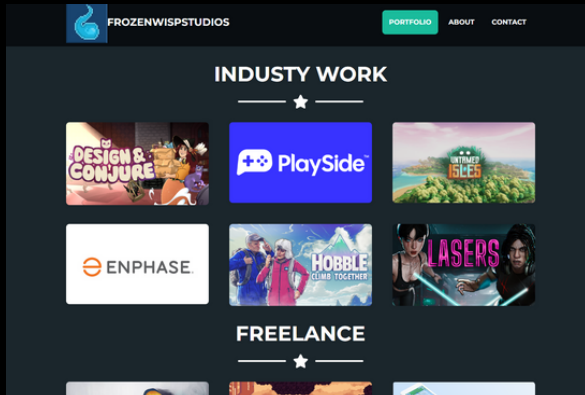


BENJAMIN MCNEILL

Game developer (Programmer/Designer)

PORTFOLIO

[My Portfolio Click Here](#)



EMPLOYMENT HISTORY

Tiny Kiwi Games Co Founder

(https://store.steampowered.com/app/2390130/Magic_Rooms/)

2023 Jan - Current

- Started our own company making Design and Conjure. Help building a game with a team of 3 using Unity C#. Biz dev, Programmer, designer and so much more.

Straight Back Games contractor- Tools, QA, Level design

(<https://store.steampowered.com/app/2675290/LASERS/>)

(<https://store.steampowered.com/app/1761840/HOBBLE/>)

2023 October - January 2024

(800k Downloads) from Lasers when it was released as a free game. It was multiplayer so it had to then cost money to keep the servers on.

PlaySide Studios - Engineering Team Lead Unity

(<https://www.playsidestudios.com/>)

2022 July- 2022 November

- While working at Play Side I was an engineering team lead. I worked on a multiplayer party game that used the latest tech with photon fusion while managing a team of 6 programmers. My project also used physics ragdolls as a core mechanic which was an interesting task when it comes to network lag and precision.

PhatLoot Studios- Team Lead & Networking Unity Developer

(<https://untamedisles.com/>)

2021 February- July 2022

- In this position, I was a Team lead as well as a network/gameplay programmer which required more than technique knowledge. This also required research into the best management practices to in better my teams efficiency. I also programmed in Unity with Mirror for the networking API, while using Firebase as our back-end database. Servers were uploaded to Google Cloud using Google Kubernetes clusters. All of which I had to learn and manage.

Guest Lecturer at University of Canterbury

(<https://www.canterbury.ac.nz/>)

2021 October and 2022 October and April 2023

- I was given the chance to help my university by giving a lecture on how to get into the games industry. This included showing game developer roles, how to create CVs and portfolios and what we look for when we hire.

Enphase Energy- Unreal Programmer (VR, Networking)

(<https://enphase.com/en-nz>)

2020 November- 2021 February

- In this position, I provide my programming and game design skills to output a new application for Enphase Energy research branch in Christchurch. This requires the use of C++, Unreal 4, V.R, Networking, software research, and more.

International Antarctic Centre - Game Designer (Mobile)

(<https://www.iceberg.co.nz>)

2020 July- 2020 November

- This required a lot of research into lots of different climate change topics as well as mobile game-play, U.I, demographics, market research, and more. Unity was the game engine used to prototype and we did user studies through qualtrics.

Seipp Construction - Fullstack developer (<https://seipp.co.nz/>)

2019 November- 2020 february

- Creating a website and application to manage the paper work load like time sheets,daily reports and taking pictures for company evidence. This required C#, HTML, CSS, JavaScript, Bootstrap, SQL, Java.

Academic Background

University of Canterbury - Product Design in Applied Immersive Game Design

Year 2018 - 2020

REFERENCES- ASK IF NEEDED

CONTACT ME

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<https://twitter.com/frozenwisp>

<https://github.com/frozenwispstudios>

<https://www.instagram.com/frozenwispstudios/>

<https://frozenwispstudios.itch.io/>

<https://v3.globalgamejam.org/users/frozenwispstudios>

[dios](https://v3.globalgamejam.org/users/frozenwispstudios)

HARD SKILLS

- Game Engines(Unity, GMS2, Unreal)
- V.R Development for mixed Reality, Oculus
- Full stack developer
- Unity Networking (mirror,Photon) multiplayer APIs
- Unreal Networking

- Programming Languages:
(C#, HTML, CSS, javascript, SQL, Python, C++, GML)
- Moblie development Android Phones(Unity) + VR

- Unity Editor tool development
- Github/Gitlab/Plastic SCM, Soruce tree, git commands
- Trello, Jira, MS Office, Miro, Lucid Chart, Figma
- Scrum, Agile practices, kanban
- S.O.L.I.D Programming principles
- TeamCity, Docker deployment with gitlab for dev ops
- Databases used: Playfab, firebase
- Deployed servers on Playfab/azure, google cloud, AWS

SOFT SKILLS

- Leadership
- Team work
- Time management
- Creativity
- Determined
- Curious
- Eager to learn

Achievements

Freelancing

I freelanced throughout the end of high school and on my university breaks where I can. I Worked on projects for like Bounty and Strife and Sacrifice both as a paid contractor /freelancer.

Full-stack

My full stack knowledge was limited at the time of my hiring but I was able to develop and deploy a server and website that was connected to an app that employs would send data to. I had to make the website easy to use and make it so people in the office could download these weeks' pay and a lot of other details including images for proving vehicle check-ups. I also designed the App using Abode XD.

Presenting at Armageddon(CHCH), Orlando ix

My seconded year V.R projects where the only ones showed off at Armageddon 2019 form The university of Canterbury. In 2020 they showed off 2 more of our games out of 4 for the whole school of Applied immersive game design. My contractor wanted a build of Bounty ready for Orlando ix within 6 weeks and was able to present it live with users on the convention floor.

Personal stuff

I also programmed my portfolio and took all the screen shots and gifs, While also trying to run my Instagram and twitter for marketing use. They have shown use when marketing small things like gamejam votes and meeting new people/getting freelance jobs.

Game Jams

I have won a few game jams now in Christchurch which has allowed me to have finished projects to my name and this has allowed me to meet some awesome people along the way.

Scholarship

I was given a scholarship to attend the NZ XR workshop up in Auckland for a week. Where we built a V.R application that is now being using in research study for inhibition using the oculus quest 2.

Gamejams

I love game jams its the best way to test your metal and to test out new designs. I have a cool small team of friends that I develop with every game jam and slowly finding more to join in. I have attended all NZs gamejams for the past 3 years including the global gamejams all being hosted at my uni, University of Canterbury. Below are just some.

Sinking Sailors

<https://frozenwispstudios.itch.io/sinking-sailors>

Sinking Sailors theme repair, This came **2nd** place in Christchurch ended up winning a prize from CHCH Game developers which is a awesome meet up hosted at the Epic center.

Monday Hustle

<https://globalgamejam.org/2021/games/monday-hussle-9>

It's Monday and time to get to work and become the lost and found officer. You don't get a badge or a gun but you do you get to handle some wacky stuff. This come **1st** with the popular vote in Christchurch voted by the NZGDA and the people of Christchurch. I worked on programming A.I, designing and implementing Level design and project management.

Wolf Wolf Sheep

<https://frozenwispstudios.itch.io/wolf-wolf-sheep>

In just two days, our team of five successfully developed a fully functional photon game. This asymmetrical party game allows one player to take on the role of the farmer while the other players embody wolves that have the ability to transform into sheep. The farmer's goal is to identify and shoot down the disguised wolves, while the wolves aim to devour all the sheep. I primarily focused on tasks such as level design, UI development, networking, implementing win and lose conditions, and overall game polish, including the addition of various effects. Additionally, I contributed to the team's overall production efforts.

PORTFOLIO

<https://frozenwispstudios.github.io/Portfolio/>

FROZENWISPSTUDIOS

PORTFOLIO ABOUT CONTACT

INDUSTRY WORK

★

DESIGN & CONJURE

PlaySide™

UNTAMED ISLES

ENPHASE.

HOBBLE CLIMB TOGETHER

LASERS

FREELANCE

★