Benjamin Sayliss

Game Developer

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EXPERIENCE

iDream Interactive — *Game Developer*

July 2021 - PRESENT

- Quick and efficient prototyping of various style of mobile and PC games
- Worked under game design teams and created iterations of prototypes to satisfy their requests
- Led small teams for both independent and contracted projects
- Worked on Runeborn from the start of conception through completion Early Access builds and our 1.0 build (will launch in March 2026)

Wero Creative — *Unity Developer*

March 2021 - October 2021

- Use and manipulation of Unity Assets to create an RTS game
- Creation of a farming simulation game

INFRAR3D INC. — *Unity Developer*

December 2020 - June 2021

- Fix bugs and polish code for various Unity projects
- Use of online repositories to share updates with other developers

Tech Adaptika — *Technical Support*

August 2020 - December 2020

- Test patches and provide feedback on bugs and improvements
- Attend demos and live events to provide technical support to customers

Humber College — *PASS Program Tutor*

September 2019 - April 2021

- Tutor math, physics, and C++ programming courses
- Use multiple learning strategies to create an easier understanding of programming concepts

SKILLS

- C# / C++
- Unity
- Unreal Engine
- HTML
- JavaScript
- SQL
- Git
- Bitbucket
- Jira
- Miro
- Trello
- Very personable
- Extremely patient
- Fast learner
- Experience Leading Teams

HOBBIES

- Video Games
- Card Games
- Board Games
- Volleyball
- Basketball
- Piano
- Cooking

EDUCATION

Humber College

Game Programming (Honours)

September 2018 - April 2021

References available upon request