BENJAMIN SAMARA

Email: btsamara@gmail.com   **Website:** bensamara.com   **Phone:** 508-330-9256

OBJECTIVE   Programming And Art Generalist - Game Designer/Developer

TECHNICAL SKILLS

Proficiency:
- Programming languages (HTML & CSS, Python)
- Unix and command line interface
- Version control (git and Github)
- Containerized applications (Docker)
- Game engine programming (Godot)
- Digital documents (Microsoft Office Suite)
- Technical documentation
- Raster/vector graphics (Adobe Photoshop, Adobe Illustrator, Inkscape, GIMP)
- Sketching. figure drawing (pencil)
- Video editing (Adobe After Effects, KdenLive)
- 3D modeling, sculpting, and texturing (Blender, Maya)
- Video and tabletop game design

Familiarity:
- Programming languages (JavaScript, C++)
- Web hosting (GitHub Pages, Apache, Nginx)
- Message brokers (Rabbitmq, Kafka)
- Data structures (TimescaleDB, SQL, Redis)
- Game engine programming (Unity)

GENERAL SKILLS

- Engineering and design principles (brainstorming, iterating, etc.)
- General computer skills. Ability to rapidly learn and understand new technical tools.
- Effective writing and communicating
- Critical, analytical, and creative thinking and problem solving

EDUCATION

2010 - 2014	**SHREWSBURY HIGH SCHOOL** Mechanic on F.I.R.S.T. Robotics Team 467 - winner of the 2012 DC Regionals, John and Abigail Adams Scholarship recipient
2014 - 2015	**UNIVERSITY OF MASSACHUSETTS AMHERST** Majoring in Mathematics (previously Computer Science), Unfinished Degree
2018 - 2020	**QUINSIGAMOND COMMUNITY COLLEGE** Associate in Science in Interactive Media - Game Design, Placed on Dean's List

WORK EXPERIENCE

08/12 - 09/15	**PRICE CHOPPER** 508-791-7142, Shrewsbury, Massachusetts Duties: Cashiering, Front End
09/17 - 12/17	**TARGET** 304-736-7767, Barboursville, West Virginia Duties: Cashiering, Sales Floor
04/22 - Now	**CISCO** 978-936-0000, Boxborough, Massachusetts Duties: Software Engineering, Software Deployment, Documentation