## **Ben Sironko**

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## **Work Experience**

Jun 2020 - Present Programmer, Blue Marble Health Company, Los Angeles, CA

Feb 2019 - Dec 2021 Game Developer (Remote Contract), Gylee Games, Cincinnati, OH

• Combat design and miscellaneous development on Ra Ra Boom.

Jan 2020 - May 2020 Game Developer (Remote Contract), Weathered Sweater, Burlington, VT

• Programming and design on client and internal game projects.

Mar 2018 - Mar 2020 Game Developer (Remote Contract), Sundae Month, Burlington, VT

- Contributing design and code for *Pupperazzi*.
- Development on five client projects including games and web apps.

Mar 2014 - Jul 2015 Software Consultant, Sogeti/Procter & Gamble, Cincinnati, OH

- Documentation and Development of Java Web Services.
- Creation of analytics interfaces with Unity<sub>3</sub>D for Virtual Reality application.

Jun 2013 - Jul 2014 Game Design Intern, Arkadium, New York, NY

- Creation of wireframe mockups of puzzles and level beat chart for Microsoft Jigsaw.
- Creation of puzzles and level beat charts for *Taptiles Saga*.
- Design and development of internal Windows 8 tablet prototype.

## **Select Projects**

2022 Pupperazzi

• A game about taking photos of dogs for fame, fortune, friendship, and fine art.

2017 Tuned Out

- A collection of 15+ arcade games for 1 4 people that can be switched between instantly.
- Winner of HUMAN HUMAN MACHINE Award at A MAZE/Berlin 2018, exhibited internationally at events including That Party at GDC, Fantastic Arcade, and Brooklyn Brewery's Beer Mansion, part of the 2017 NYU Game Center Incubator cohort.

Expertise

**General** Game Design, Level/Puzzle Design, Rapid Prototyping, Interactive Programming, Software

Development, Documentation/Wireframing

Code C#, Java, JavaScript, C++, XML, HTML, CSS

**Software** Unity<sub>3</sub>D, Unreal Engine 4, Phaser, Game Maker Studio 2, Adobe Suite, Git

Education

May 2017 New York University, New York, NY

MFA in Game Design

Dec 2013 Bowling Green State University, Bowling Green, OH

BA in Computer Science