



Benjamin Klingler

GAME PROGRAMMER

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SKILLS

Languages: C/C++, C#, Java, Lua, MySQL
Tools: Microsoft Visual Studio, Perforce, Eclipse, Sandbox, Unreal Editor, Kismet, SVN, Git
Professional Engines: Unreal Engine 4, Unity, CRYENGINE, Unreal Engine 3 (UDK), Torque X

INDUSTRY EXPERIENCE

Gunfire Games Programmer

October 2014 – Present
Austin, Texas

General

- Throughout all projects, held a generalist role and contributed to gameplay, core tech, user interface, networking, and tools
- Assisted in hiring and mentoring junior programmers

Dead & Buried, Unity, Oculus Rift (2016)

- Implemented The Four Horsemen boss fight, which featured each of the four horsemen (Death, Pestilence, Famine, and War) riding up to the player's moving train to attack
- Used a state machine for each of the horsemen to handle their movements, attacks, and death sequences
- Fixed various bugs and implemented a couple weapons

Darksiders II: Deathinitive Edition, PS4, PC (2015)

- Updated the user interface, which was using Adobe Flash and ActionScript, to support higher resolution images
- Fixed issues and made tweaks to conform to Sony TRC standards

Herobound: Spirit Champion, Unity, Gear VR, Oculus Rift (2015)

- Implemented the push / pull gameplay mechanic, allowing for players to move boxes in the world, drop them over edges, and place them over buttons to solves puzzles
- Developed other core gameplay mechanics, such as spawning and controlling an AI assistant, turning the player into a destructive tornado, turning the player into an indestructible stone, and more
- Extracted Unity's navigation mesh and created "nav islands" so that we could quickly check if a character was in the same region as another

Darksiders III, UE4 (Launching 2018)

- Developed a "surface orient" component that orients creatures to their ground surface and enables IK on their feet

From Other Suns, UE4, Oculus Rift (Launching Q3 2017)

- Built and maintained infrastructure to handle Oculus Touch input, including targeting, grabbing, socketing, interacting with UMG, and poking
- Implemented a semi-random universe generator—including stars, star systems, planets, and regions
- Initially created the ship actor and ship system manager, allowing for a ship to add or remove various systems, such as engines, weapons, etc.
- Tied into the Oculus Online Matchmaker and VOIP, working with the Oculus team on suggesting API changes along the way
- Replicated several different systems over the network, as well as provided client-authoritative physics

Chronos, UE4, Oculus Rift (2016)

- Prototyped initial third-person camera system and input manipulation for player movement
- Developed a puzzle in the Labyrinth portion of the game that allowed players to slide miniature tiles around on a board, causing walkable areas of the playable level to also move around
- Intercepted the map loading process and created a hitch-free loading screen for the player to reside in between maps (this was prior to the Oculus SDK splash screen feature)
- Implemented various support tech, such as stopping characters at walls, footstep vfx / sfx, weapons colliding with environments, debug / cinematic camera for development and trailer creation, and more

INDUSTRY EXPERIENCE (CONTINUED)

BattleCry Studios
Gameplay Engineer

July 2014 – October 2014
Austin, Texas

Battlecry, CRYENGINE (Cancelled)

- Wrote the infrastructure for an XML, data-driven state machine for entities, equipped with customizable conditions and actions to process during transitions (this tech allowed for entire characters to be created purely through XML, without any additional code support)
- To support the above, I wrote a macro-powered XML parser, allowing programmers to tag class variables with a macro and have the system automatically read properties from XML files upon initialization
- Implemented the multiplayer game lobby flow

Crytek, USA
Associate Programmer

January 2014 – July 2014
Austin, Texas

HUNT: Horrors of the Gilded Age, CRYENGINE, Xbox One, PS4, PC (Launching TBA)

- Implemented the tech for the multiplayer Nightmare Witch boss fight, which involved the enemy putting a specific player into another realm with creatures that only he or she could see
- Maintained and added features to the code responsible for vaulting players over and through objects
- Worked on various other tasks, such as the loot system, animation tools, network smoothing, bugs, and more

Demon Wagon Studios (Student Team at The Guildhall)
Lead Programmer

January 2013 – September 2014
Plano, Texas

Kraven Manor, Unreal Engine 3 (UDK), Steam (2014)

- Initially a six-month long capstone project at The Guildhall, we decided to one day upload this project (a first-person survival horror game) to IndieDB for free in order to get feedback
- Not long after, popular YouTube stars, such as PewDiePie and Markiplier, found our game and decided to make multiple playthrough videos, resulting in millions of views
- After getting more than 200,000 downloads, we decided to develop more of the game outside of school so that we could submit it to Steam Greenlight
- Since launching on Steam in September 2014, we have sold nearly 170,000 units

SHIPPED TITLES

- *Dead & Buried*, Oculus Rift (Gunfire Games, 2016)
- *Chronos*, Oculus Rift (Gunfire Games, 2016)
- *Darksiders II: Deathinitive Edition*, Xbox One, PS4, PC (Gunfire Games, 2015)
- *Herobound: Spirit Champion*, Samsung Gear VR, Oculus Rift (Gunfire Games, 2015)
- *Kraven Manor*, Steam (Student Project, 2014)

MASTER'S THESIS

Artificial Intelligence Using Case-Based Reasoning

Java, 3 Months

- Incorporated case-based reasoning and human-expert demonstration to construct AI behavior
- Focused AI to serve as commander of a team in a capture-the-flag game
- Used AI Sandbox, jColibri CBR-framework, Hibernate, and Hyper-SQL

NON-INDUSTRY EXPERIENCE

Biometrics Research Lab at Southern Methodist University
Programmer

January 2010 – December 2011
Dallas, Texas

- Researched and developed image-processing techniques and algorithms for iris recognition
- Led a side project in developing an SQL database interfacing tool for data collection
- Worked in conjunction with the United States Naval Academy

EDUCATION

The Guildhall at Southern Methodist University
Master of Interactive Technology, Specialization in Software Development

January 2012 – December 2013
Plano, Texas

Southern Methodist University
Bachelor of Science in Computer Science, Specialization in Gaming

August 2008 – May 2012
Dallas, Texas