# Henry Bennett

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## Education

**Champlain College** - Burlington, VT                    Anticipated Graduation May 2025

*Bachelor of Science in Game Programming*

 Achieved Dean's List during time abroad in Montreal

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## Skills

- C++
- Java
- Jira/Confluence
- Python
- Unity and Unreal
- Git

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## Work Experience

**BenefitScape**- Natick, Massachusetts                    May 2023 - August 2023

*Data Analyst*

- Learned new Data Analytics Tools(FME) quickly and effectively
- Used the software to gain a thorough understanding of the data I was given and output it in a new format for higher level data analysis software
- Received feedback on flaws and rectified them promptly and accurately

**Ledgewood Bay Assisted Living** - Milford, New Hampshire      May 2022 - January 2023

*Food Server and Dishwasher*

- Worked quickly and effectively as a team to serve meals to seniors
- Filled in jobs, and learned new skills on the fly to increase functionality
- Learned to apply elder care and customer service skills in a challenging fast paced environment

**Silver Lining Circus Camp** - Amherst, NH                    July 2016 - July 2022

*Camp Counselor* (Seasonal)

- Collaborated with other counselors to design fun learning activities for campers
- Taught campers circus skills such as juggling, unicycling, and tightrope walking to increase campers' self-reliance, confidence, and dexterity
- Managed camp activities and hosted training sessions for campers while maintaining a safe learning environment

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## Relevant Coursework

Game Studio Capstone                    September 2024 - December 2024

- United with many game majors in multidisciplinary teams to rapidly conceptualize, plan and prototype a variety of 3D game prototypes
- Learn collaborative skills in communication, agile project management techniques, and version control
- Practice pitching game projects to a variety of audience members to gather feedback

Game Architecture                    January 2023 - May 2023

- Demonstrated expertise in game architecture and design, optimizing game performance through in-depth exploration of topics such as game state representation and subsystems
- Interact with, create, and maintained large bases of code to complete complex tasks
- Utilize skills in game design and planning to take a game from concept to early development

Lots of projects I don't have room to talk about here including work in graphics, physics, ai and more!