

BENJAMIN LEVY

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EDUCATION

Worcester Polytechnic Institute (WPI), Worcester, MA Expected May 2026
Bachelor of Science in Interactive Media & Game Development (IMGD) and Bachelor of Science in
Computer Science (CS) | GPA: 3.70

Coursework Includes:

IMGD: Technical Game Development, The Game Development Process, and Social Ethics in Games.

CS: Computer Graphics, Software Engineering, Operating Systems, and Database Systems.

TECHNICAL SKILLS

Programming Languages: JavaScript, HTML, C++, WebGL, React, CSS, Typescript, SQL, C#, C, Java, Assembly, Racket

Applications/Software: WebStorm, Dragonfly, Git, GitHub, MySQL, Solidworks, Visual Studio, Eclipse, Unity, IntelliJ IDEA, Oracle SQL Developer, Autodesk Maya, ZBrush, Godot, Adobe Creative Cloud, MATLAB, Unreal Engine, Microsoft Office, and Google Workspace

WORK EXPERIENCE

Peer Learning Assistant, *Storytelling in Games (IMGD 1002)*, WPI March 2024 – May 2024

- Assisted with lecture material and activities in introductory IMGD undergraduate course.
 - Contributed lecture discussion topics, organized group activities, and guided students through course content to ensure effective teaching and assistance.
 - Ensured successful launch of on-campus Alternate Reality Game (ARG) serving as final project for students.
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PROJECTS

Table Reservation Website, WPI October 2024 – December 2024

- Managed team of 4 students to create a website that reserves tables at restaurants.
- Led database development, programmed frontend and backend, and assisted in website design.
- Organized weekly development sprints and standardized coding procedures to meet deadlines and design efficient, expandable software.
- Final website functionality included in-depth reservation system with consumer and management accounts, restaurant search system, and time slot bookings.

Interactive Qualifying Project, Reykjavik, Iceland, WPI August 2024 – October 2024

- Led team of 5 students in research examining psychological and systemic barriers to public knowledge of Obstructive Sleep Apnea (OSA) in young women. Study sponsored by Reykjavik University (RU).
- Managed communications with RU professors, WPI advisors, and potential interviewees while organizing timeline and workflow for deliverable creation to mitigate project roadblocks.
- Collected data through 21 interviews, 29 responses to a survey utilizing Likert scales, 151 public forum comments, and the extraction of endorsed campaign strategies from academic papers.
- Culminated in a research paper, infographic prototypes, and final presentation detailing strategies to spread awareness of OSA with a focus on reaching young women.

Game Jam Series, WPI September 2023 - November 2024

- Designed, programmed, and oversaw the production of 4 games developed from scratch in a collaborative, time-restricted competition.

- Enacted a scrum development environment, organized and delegated team tasks, and implemented fundamental game systems to meet deadlines and deliver a functional product.
- Refined and expanded two resulting games and presented at annual IMGD project showcase.

RavenGuard Project Programmer, WPI March 2024 – May 2024

- Programmed, debugged, and polished a senior thesis project involving the development of a tactical RPG game named RavenGuard.
- Identified urgent coding issues, designed and implemented particle effects, and developed a level traversal system with generated encounter types to improve player experience and game functionality.
- Finalized game was showcased at annual IMGD project showcase and released online.

Class-Specific Projects, WPI October 2022 – March 2024

- SQL Development. Created and managed structured databases using Oracle SQL Developer. Designed expandable, accessible databases and wrote Java programs to read, write, and delete tuples to facilitate convenient use of database information. Culminated in the creation of a comprehensive hospital database.
- Game Development. Led a team of 4 to develop a puzzle game in Godot focused on eerie aesthetics and intuitive puzzle design. Designed and implemented systems for movement and puzzles, delegated tasks, and oversaw art production to ensure game quality and functionality. Finalized game was showcased to professor and peers and released online.
- Assembly x86 Programming Projects. Identified and fixed security faults in programs that could be exploited by nefarious actors. Analyzed x86 Assembly code and utilized IDE debuggers to fix exploitable code.
- C & C++ Programming Projects. Designed and programmed small-scale applications in C & C++, including sales data analyzers, word counters, and the implementation of a custom class with operation overrides.
- Alternate Reality Game (ARG) Development & Release. Led 19 other students to develop an on-campus ARG that took place over one week. Managed puzzle design team, handled location logistics, and coordinated with other teams to ensure successful game launch.
- Digital Game Analysis. Authored essay highlighting the correlations between a game’s technical construction and its narrative themes. Formally presented results to professor and peers.

Online Game Data Aggregation & Analysis January 2021 – March 2021

- Collected and organized data to track and evaluate player biases in online match play. Sorted data into a uniform, easy-to-read format to facilitate analysis from more than 500 unique matches.
- Published detailed spreadsheet to the game’s public forum to showcase data and share findings

LEADERSHIP AND ACTIVITIES

Member, International Game Developers Association, WPI	August 2023 – Present
President, Video Game Club, WPI	January 2025 – December 2025
IMGD Student Representative, Arts & Sciences Advisory Council, WPI	August 2024 – May 2025
Mentor, International Game Developers Association, WPI	August 2024 – May 2025
Student Steering Representative, IMGD Program, WPI	March 2024 – March 2025
Vice President, Video Game Club, WPI	January 2024 – December 2024
Founder & President, Gaming Club, Sandy Spring Friends School	September 2021- June 2022

AWARDS

Dean’s List, WPI	Spring 2023, Fall 2023, Fall 2024
Presidential Scholarship, WPI	Fall 2022