

Benjamin Mosher

259 Mosher Rd · Gorham, ME · 04038

Personal Phone: (585)-278-2128 · Email: bjm5054@rit.edu

Skills and Proficiencies

Programming:

- Familiar Languages
 - Actionscript 2.0 & 3.0
 - Javascript
 - Java
 - C++
 - HTML / CSS / XML
- Artificial Intelligence
 - Flock & crowd simulations
 - Weight-based behavior selection
- GUI design & implementation
 - XML driven widgets
 - Content drawn from web using regular expressions
 - Browser dependant Javascript

Design:

- Graphic
 - Adobe Flash
 - Adobe Photoshop
 - Autodesk 3D Studio Max
- Video editing & compositing
 - Adobe Premier
 - Final Cut / Final Cut Pro

Management and Communication:

- Small team / employee supervision
- Customer / interpersonal relations
- Small business economics
- Sound and decisive decision making
- Highly productive under tight schedules

Experiences

4-H club (2001-2004)

- Served as elected vice president two consecutive years (2001 - 2003).
- Elected president of club in 2003.

US-First Robotics club (2004-2006)

- Head of animation sub-team for 2 years (2004-2006).
- Managed 8-10 person team over 6 weeks to develop animation.
- Animation placed 2nd in Granite State Regional Robotics Competition 2006.

Game Design & Development (2008-Present)

Production Work:

- Served as Executive Producer for a game of my own design, chosen out of a pool of 70 others.
- Led a team of 12 students over 10 weeks to produce a working game demo in C# / Microsoft XNA.
- Drafted comprehensive & extensive Design Documentation intended to meet industry standards.

Design Work:

- Served as the lead level designer for an Independent game created for Xbox Live.
- Produced high quality, detailed hand-drawn layouts for 6 separate levels.
- Created & rendered all assets & terrain, according to art specifications, in 3D for each level.
- Successfully completed full 3D development cycle under the tight time schedule of 30 days.

Education

- Cumulative GPA of **3.618**.
- GPA of **3.780** in Primary Field of Study.
- Fourth year **New Media Interactive Development** student at Rochester Institute of Technology, NY.
- Pursuing a minor in **Game Design and Development**, as well as in **Communications**.

Work History

Farm Hand (2005–Present)

- **Duties:** Stack hay · Mow, ted, and rake various fields · Assist in the repairs of various pieces of equipment · Hire and supervise other workers.
- **Contact:** Albert E. Mosher (farm owner) · 424 Mosher Rd. Gorham, ME, 04038
Tel: (207)–839–4746 · Email: almo0410@aol.com

Private Business Owner (2007–Present)

- **Duties:** Pick and transport corn to stand · Check through corn for imperfections · Load and set up store displays · Tend cash register during open hours · Interact with customers · Clean up and reorganize store at end of day.
- **Contact:** Benjamin J. Mosher (owner) · 259 Mosher Rd. Gorham, ME, 04038
Tel: (585)–278–2128 · Email: bjm5054@rit.edu

Twisted Thought Entertainment (Summer - Fall 2009)

- **Duties:** Lead level designer for “Samsara” – an independent game title available on Xbox Live Community Games.
- **Contact:** Erik Vick (General Manager) · Golisano College of Computer and Information Sciences, Rochester Institute of Technology, 102 Lomb Memorial Dr. Rochester, NY, 14623
Tel: (585)–475–4991 · Email: evick@mail.rit.edu · Web: <http://www.ist.rit.edu/~evick/index.php>