

Benjamin Tsacoyianis

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Professional Skills

3D Studio Max

Time Management

Texturing

Graphic Work

Self Motivation

Hard Surface Modeling

Photoshop

Hand Painting

Substance Painter 1 & 2



Education

Southern New Hampshire University
Manchester, MA

Bachelor of Arts

Video Game Art and Development

Minors: IT, Graphic Design

GPA: 3.6



References

Edward Brilliant

Head of Game Design, SNHU

e.brilliant@snhu.edu

Neal Laurenza

Co-Founder Sky Map Games

n.laurenza@snhu.edu

Louie Tommaro Jr.

Instructor

l.tammaro@snhu.edu

Professional Experience

Stride Education Game Contest | Published Game

Galactic Delivery | Lead Programmer | September 2015 - December 2015

- I did all of the programming and in engine design work using the Construct 2 engine.
- Worked directly with the publisher to intergrate Stride API and to insure the quality and accuracy of the product in a four month span.
- I programmed it in a way where it is fully modifiable to fit any age range, any subject, and any classroom so teachers can change the subject of the game to fit what their students are currentlly learning.

Sky Map Games | Published Game

Bacon Man | Design Intern | Manchester, NH | August 2015 - Decem-

- I designed and created a custom level in Bacon Man by creating 3d models requested by Bacon Man's primary Kickstarter backer.
- Discovered, monitored, and reported bugs using a bug tracking system.
- Hosted a beta testing event where over twenty students tested Bacon Man, producing twenty-five pages of valuable feedback and bugs, which all had to be submitted and properly organized into the bug tracking system.
- Worked with the members of the team to make sure my assets fit with the style and art direction of the game.
- Captured gameplay for promotional material.

Ro's Biscotti

Promotional Coordinator | Hopedale, MA | October 2012 - Present

- Assist in design, maintenance, functionality, and overall user experience of social media, as well as website. (rosbiscotti.com)
- Assist in numerous large business decisions.
- Market business through website, social media and other venues.

Relevant Projects & Activities

48 Hour Game Jam | April 2015- The Festival

- I did all of the level design, half of the programming, implimented animations, and made sure everything ran great in engine.

24 Hour Game Jam | December 2015 - Awaken

- Designed and constructed the level.

168 Hour Game Jam | April 2016 - Boondoggle

- Consepted, moddeled, unwrapped, and textured the main character.

Technical Skills

Programs | Photoshop
Illustrator
InDesign
DreamWeaver
Crazy Bump

Modeling | 3D Studio Max
ZBrush
Substance Painter 1-2
Google Sketch-up

Engines | Unity 3D
Unreal Engine 4
Construct 2
Marmoset
Sketchfab