

# BEN CLARK

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📄 /IN/GREENYREPUBLIC

## EDUCATION

### University College London (UCL) • MEng Computer Science • 2014 - 2018

- Graduated in 2018 with a high 2:1 (67.5% average), with a first/distinction in my final/master's year.
- Final year project and thesis on real-time global illumination and caustics rendering. My thesis was awarded a high grade (78%) and praised as having strong publication potential.
- In my third and fourth years I scored highly in elective modules in **Computer Graphics**, **Virtual Environments**, **3D Geometry Processing**, and **Mathematics** (with a focus on linear algebra and probability theory).

## SKILLS

### Programming Languages and Software Engineering Tools

- I am most confident and experienced in **C/C++**, **C#**, **GLSL**, and **Java**, these have formed the bulk of my work in personal projects and academic projects/courseworks. I am also comfortable using **Python** and **Haskell**.
- I have used the **Unity** game engine frequently in both personal and professional projects.
- I have used both **Git** and **Subversion** in academic and professional projects.

### Graphics, Image Editing, and CAD

- I am self-taught and confident using the **Autodesk 3ds Max**, **Pixologic zBrush**, and **Blender 3d** modelling and sculpting packages.
- I also have self-taught and semi-professional experience with **Adobe Photoshop** and **Adobe Illustrator**.

### Language Proficiencies

- **English** – Native fluency in reading/writing and speaking.
- **German** – Intermediate proficiency in reading/writing and speaking.



[github.com/GreenyRepublic](https://github.com/GreenyRepublic)

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# WORK EXPERIENCE

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## **Arm Holdings • Software Engineer Intern • June – September 2017**

- Interned for three months with the Graphics and Gaming team in Arm's Business Segments Group (BSG) in Cambridge, UK. During this I was offered a month's extension to my contract, from which I took an additional two weeks.
- My largest contribution to the team was my development of a full-featured glTF 2.0 exporter plugin for Unity, written in C#.

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# ACHIEVEMENTS

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## **Virtual Environments Team Project • October 2017 – January 2018**

- Designed and implemented the user interaction system for a 3D virtual reality game as one of a team of five.
- We developed a control system using the new *DexMo* robotic gloves (*Dexta Robotics*) and the HTC Vive headset, implemented into a basic existing project using Unity and C#.
- Being the only team to use a robotic glove system, we received strong praise for our innovation, and our project placed in the top three in the class.

## **PixelJam Game Jam • Competitor • October 2017**

- Developed Kitchen Patrol, a small 2d action game, in C# with the Unity game engine along with two classmates.
- [Kitchen Patrol can be found on DevPost.](#)

## **HackLondon • Grand Prize Winner • February 2016**

- Formed a team with three of my classmates from UCL, and together we developed A Very Unpleasant Game, a mobile version of the card game Cards Against Humanity. We placed first out of around 40 teams.
- A Very Unpleasant Game was developed in Java using Android Studio. My work was both on the game's source code, and on graphical interface assets.

## **Facebook Regional Hackathon • Competitor • May 2016**

- I was invited to attend Facebook's London Regional Hackathon in March 2016, being one of only roughly one hundred invitees selected out of over a thousand applicants.
- I formed a team with three other attendees for the hackathon, and we developed a browser window management application/extension in Javascript, running as a Chrome Extension.
- [Our app, Mosaic, can be found on the Chrome App Store.](#)