

Chris Benoit

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EXPERIENCE

Blizzard Entertainment

Software Engineer, UI

March 2022 - Present

Software Engineer, Client

September 2020 - March 2022

- Working alongside the UI team on World of Warcraft to support and give updates to long-standing UI systems in an extensive existing codebase.
- Acted as the primary UI engineer to help bring to life an updated character select screen and a new ping system for World of Warcraft.
- Served as a client and later UI engineer on an unannounced project until May 2022.

Dire Wolf Digital

Software Engineer, Client

November 2019 - September 2020

Associate Engineer, Client

November 2016 - November 2019

- Created and helped to maintain user facing features relating to online card games and digital board games using the Unity engine, as part of the client engineering team.
- Provided content support for live games through consistent patches and updates across several different platforms.

Radd3

Software Engineer

June 2015 - November 2016

- Used the Unity engine to construct core gameplay systems for several mobile and VR applications targeting iOS and Android devices.

MSU Games for Entertainment and Learning Lab

Game Programmer

May 2014 - July 2015

- Helped to create projects that were geared towards serious gaming experiences for various different clients.

'Spartasoft' Game Design and Development Club at MSU

Member and Vice President

Fall 2011 - May 2015

- Presented talks, organized 'Game Jams', and gave lessons to fellow students about the skills required for each discipline in the industry.

EDUCATION

Bachelor of Science, Computer Science

Fall 2011 - May 2015

Michigan State University

Specialization in Video Game Development and Design

- GPA: 3.48

SKILLS

Programming Languages:

Lua, C++, C#, XML

Software:

Visual Studio, VS Code, JetBrains Rider, Unity, Git, Git Extensions, Tortoise SVN, JIRA