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# BEN ELLIOT GILCHRIST

## SKILLS

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Git	Unity	Linux
JavaScript	C#	Communication
HTML/CSS	Java	Problem solving
React	C/C++	Team player
React Native	OpenGL/WebGL	Self-motivated

## EXPERIENCE

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### **Mobile Game Development**

Independent  
May 2015 – present

- Built an original game for Android from the ground up with OpenGL
- 500,000 Downloads on Android, 4.4 rating
- Recently ported to LibGDX and released on iOS

### **Software Engineering**

First Foundry  
May 2016 – present

- Implemented application designs, working with clients to ensure their needs were met
- Researched and prototyped with new tech to determine usability
- Quickly gained proficiency in new skills as required by projects
- Collaborated with team members to design and implement solutions
- Communicated effectively both with teams in-person and remotely
- Took ownership of problems and ensured they were resolved

## EDUATION

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**Bachelor of Science, Game Design and Development**, expected 2018  
Rochester Institute of Technology - Rochester, New York