

# Benjamin Sibelman

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**OBJECTIVE:** Game programming position

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## WORK EXPERIENCE

- **ESRI**, the world leader in Geographic Information Systems, with over 4,000 employees.  
**Programmer, June 2006 - present**
  - Programmed complex tools to automatically generate map features for nautical charts.
  - Designed and implemented a general-purpose vector geometry reshaping tool.
  - Built major engine components for a comprehensive map product management system.
  - Became an expert in COM programming using C++ and C#.
- **Sony Pictures Imageworks**, a major special effects and animation house, with over 1,000 employees.  
**Software Department Intern, June - August 2005**
  - Designed and programmed a full-featured web-based campus map system.
  - Transformed building blueprints into 2½-D map images to provide content.
  - Took training courses in Maya and animation fundamentals.
- **The Learning Center**, a small educational nonprofit focused on children with disabilities.  
**Web design intern, June - August 2004**
  - Created an innovative web portal site.
  - Created custom modules for the PHP-based Xaraya content management system.

## GAME-RELATED EXPERIENCE

- **College courses**
  - Software Development, Harvey Mudd College: Worked on a three-person team to build three games.
  - Computer Graphics, Harvey Mudd College: Worked with a partner to create a game based on the boids flocking algorithm and a simple physics engine.
  - Linear Algebra, Pomona College
  - Game Development, Oregon Graduate Institute: Took leadership on a Pong-based game project.
- **On my own time**
  - Programmed several simple games in C++ and Visual Basic.

## EDUCATION AND ACADEMIC ACHIEVEMENT

- **Pomona College**, *graduated May 2006*
  - Computer science major, mathematics and environmental analysis minors.
- **Member, Phi Beta Kappa**, *selected March 2006*
- **Member, National Society of Collegiate Scholars**, *selected March 2004*

## SKILLS AND ABILITIES

- **Programming languages**
  - Desktop programming: C, C++, C#, VB, Perl, Python, SQL, OpenGL, MEL
  - Web programming: DHTML, Java, JavaScript, PHP, JSP
- **Office software:** Word, WordPerfect, Excel, PowerPoint, Visio
- **Computer graphics:** Photoshop, Illustrator, GIMP, Paint Shop Pro
- **Animation and video:** After Effects, Motion, Maya 7, trueSpace6, Final Cut Pro 4.5, Vegas
- **MIDI music composition:** MusicWrite, Noteworthy Composer

## LEADERSHIP AND VOLUNTEER EXPERIENCE

- **Member, Democracy for America Redlands**, *September 2006 - present*
  - Created and maintained a website, [Friends-of-Nancy.com](http://Friends-of-Nancy.com), for a city council campaign.
- **President and founder, Really Ambitious Filmmaking Team**, *September 2002 – May 2006*
  - Wrote, directed, and created special effects for five short science fiction/fantasy movies.