



Benjamin Lyubarskiy

Unity Game Developer

My Portfolio - [\[Link\]](#) Game: Voxel Quest - [\[Link\]](#)



Brooklyn



Game Dev



eSports

Former professional eSports athlete that turned their love of games into a career in game development.

Professional Experience

Game/Unity Developer
[GWF Associates] - [8/2019] [Now]

Developing Unity games, applications, and interactive experiences for companies like **Humira**, **Pfizer**, and **Bristol Myers Squibb**

- Built large-scale motion tracking AR game for Humira’s American college of Gastroenterology installation.
- Developed an interactive microbe application for Bristol Myers Squibb’s American college of Gastroenterology installation.
- Implemented data tracking metrics and techniques for Unity specific games and applications

Freelance Game Developer
[Upwork/Fiverr] - [12/2018] [Now]

Creation and implementation of various game systems based on contracts from different clients

- Work with multiple clients and companies to create different types of games and game systems
- Built a medium-sized client base with multiple returning customers as well as a near five star reputation with contract completion and execution

Highlight Reel Editor
[Activision/MLG] - [10/2016] [12/2016]

Creating highlights from twitch streams for large gaming events like Blizzcon and Dreamhack Masters.

- Watched and recorded footage for creation of highlights in tournament play
- Combined and edited clips for viewing on large social media page like Twitter and Instagram that have millions of followers
- Worked with a large production team to create footage for post game analysis and commentary

Education

BA in Media Studies - Game Design and Development
[University at Buffalo] - [08/2015] [05/2019]

Minor in English - General Studies

Skills

- Implementation of game systems and logic in C#
- Experience with motion tracking such as xbox kinect and intel realsense sensors
- Advanced knowledge and experience with Unity’s particle and VFX systems
- Knowledge of data tracking and metrics for public applications and games
- 6+ years of In-depth knowledge of the games and esports industry

Technology/ Programs

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| <ul style="list-style-type: none">• Unity3D/2D• Visual Studio 2015+• Adobe CC | <ul style="list-style-type: none">• Blender• Processing/P5.js• Arduino |
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Awards

- Winner of the 2019 UB Media Show for Best Installation ([Link to project](#))
- Winner of the Levy White and King award for Outstanding Work in Media and Arts
- Second place at SWC 2016 under the gamer tag “Gustavy” ([Link to page](#))