

B E N J A M I N S C H I F F L E R

EDUCATION

University of Washington

Seattle, WA

Fall 2011 – Spring 2016

Bachelor of Design in Interaction Design (IxD)

Bachelor of Science in Computer Science (CSE)

Lakeside High School

Seattle, WA

2007-2011

WORK EXPERIENCE

Teaching and Technical Assistant | UW Animation Capstone

Jul 2014–Jun 2016

Instructed students in labs, wrote and taught tutorials, graded assignments, optimized and 3D printed production models, and assisted in the development of two animated shorts.

Layout, Effects, and 3D Artist | UW Animation Capstone

Jan 2014–Jun 2014

Lead a team of 3D Character artists, and assisted in layout, effects, and other elements of the 3D animation pipeline.

Production Management Engineering Intern | F5 Networks

Jan 2013–Sep 2013

Redesigned competitive analysis archives, wikis, and data systems. Designed and built a new, high-traffic online hub for distributing and storing competitive analysis information.

Production Assistant | Leviathan Games

Feb 2013 - Jun 2013

Assisted with testing, community moderating, database and web development, bug tracking, and other various tasks.

Intern | Leviathan Games

July 2011–Feb 2013

Assisted with QA, testing, community moderating, emails, and database work as well as other various tasks.

PROJECTS

Officer of Student Organizations

- Pen and Paper Gaming Association Officer, Fall 2013–Spring 2015
- AU: Speculative Fiction Journal Editor and Officer, Fall 2014–Spring 2015
- UW IXDA Web Liason, Spring 2013–Jun 2016

Design and Story Projects

- Writer for the fantasy/bakery/comedy webcomic “Pretzel 2 Meet U” online at tapastic.com/series/pretzel
- Designed & built several video games, including laserswords.net/ghost/
- Designed and built the asymmetric multiplayer VR game “KaijuKart VR” for the IxD Design Capstone show at uwdesign2016.com/author/schiffldr/

Eagle Scout in Boy Scouts of America

Built a walking labyrinth at St. Dunstan’s Church as the final Eagle Scout Project

SKILLS

Design

Photoshop, InDesign, Illustrator

Games and Animation

Unity, Adobe After Effects, Adobe Flash, Adobe Premiere Pro, Autodesk Maya

Programming

C#, Java, HTML, CSS, Javascript, PHP, C, Python, and HTC Vive Development

REFERENCES

Available upon request