

BEN BONUS

SOFTWARE DEVELOPER

Pullman, WA | jbenbonus@gmail.com | <https://dappernurd.github.io/Portfolio/index.html>

SUMMARY

Software Engineer and Game Developer with a passion, focused on delivering high quality products with an impactful user experience. Proficient in object-oriented thinking, problem solving, and collaborating with a team. Eager to learn and create, passionate about programming and technology, and dedicated to achieving excellence in every task.

TECHNICAL SKILLS

C#	Web development (HTML + CSS)	Data-oriented design
JavaScript	Git Version Control	Project Collaboration
C++	Database Management (SQL)	User Testing
C	Object-oriented programming	AI-assisted development

PROFESSIONAL EXPERIENCE

Software Developer, Polymorphic Games Jan 2025 - Present

- Developed a robust particle physics simulation.
- Created a full VR experience designed to teach teenagers and young adults proper responsibilities around alcohol use.

Software R&D Intern, Agency Software Nov 2023 - Jan 2025

- Developed back-end software to automate manual tasks, saving 20+ minutes on frequent processes.
- Caught up on several months worth of backlogged tasks.
- Worked to solve bugs and other issues on our primary product.

EDUCATION

Bachelor's of Science in Computer Science Aug 2024 - Dec 2025 (Current)

University of Idaho

- Held a 3.77 GPA.
- Relevant coursework in Computer Science and Software Development.

Associate's of Science in Computer Science Aug 2021 - May 2024

North Idaho College

- Relevant coursework in Computer Science and Project Collaboration.

ADDITIONAL INFORMATION

- **Languages:** English.
- **Interests:** Programming, Game Design, UX, Procedural Generation, System Design
- **Tools:** Unity, Visual Studio, VS Code, GitHub, LLM Models, Photoshop, Blender.