

BEN SUNSHINE-HILL

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WORK EXPERIENCE

- Summer 2007 Software Development Intern EA Los Angeles • Los Angeles, CA
- Implemented highly scalable physics simulation (1000s of active bodies) for RTS engine
 - Credited in *Command & Conquer: Red Alert 3*
- Summer 2005 Tools Development Intern Z-Axis/Activision • Foster City, CA
- Designed and implemented Maya plugin for CgFX visualization of video game media, to maximize artists' productivity
 - Designed plugin-based next-generation visual effects management system
 - Credited in *X-Men: The Official Game*
- Spring 2003 - Fall 2004 Game Developer (Mobile games) Blue Label Games • Los Angeles, CA
- Ported games to J2ME and BREW cellphone platforms
 - Credited as lead developer in U.S. J2ME version of *Ninja Gaiden*

PERSONAL PROJECTS

- 2008 – Present Alibi Generation
- Algorithm for dynamically upgrading NPC behavioral detail to maintain perceptual realism
 - Invited to present at AI Summit, GDC 2011
- 2005 – 2009 Pluto
- Data serialization library for Lua, designed for checkpoint and savegame use
 - Used in *Fable 2* and *3*, other games

EDUCATION

- 2006 – Present Ph.D., Computer Science University of Pennsylvania
- Focus on realtime AI/simulation methods for open world games
 - Research into crowd AI, motion generation, alibi generation
 - TA for Computer Graphics, Physically Based Animation; instructor for Game Design Practicum
 - Expected graduation Summer 2011
- 2004 – 2006 M.S., Computer Science / Graphics UCLA
- Member of Computer Graphics lab
 - Thesis on realtime photorealistic relighting of 3D scenes
- 2000 – 2004 B.S., Computer Science USC
- Dean's List for 7 semesters

MISCELLANEOUS BRAGGING

- Senior Moderator for GameDev.net, largest game development website worldwide
- Published chapters in *Lua Programming Gems* and *Advanced Game Programming*