

BENJAMIN CHAMBERS

Software Developer | C#, .NET & Java

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SUMMARY

I'm Ben Chambers, I specialise in writing software, but I also have a background in graphic design. I have a high attention to detail that allows me to develop for back-end and front-end systems, and I am a strong problem solver. I frequently learn new technologies and am always pushing myself further.

PROJECTS

Ambiguity Apocalypse – 2024

I worked as the lead developer for a team, creating a digital board game for Aedanna Pty. I implemented systems that manage teams of people connecting over the internet to play at once. I utilized Unity and C# to create a web build of the game to make the game accessible to anyone with a computer.

Contact Park - 2023

A solo project in which I aimed to create a game from scratch over a period of 3 months. I was successful and have received praise from fans of the project.

Construction Crusaders – 2023

I worked as the lead developer for a team, creating a game for Awesome Women in Construction. The game is intended to encourage young women to see the opportunities they have in the construction industry.

C# Minecraft Client – 2022

I recreated the 2011 Minecraft client from scratch in .NET Core using C# and Raylib as a graphics library. I worked with OpenGL and wrote my own net code for connecting to a real Minecraft server. I also wrote parsers for the NBT file format.

EDUCATION

Batchelor of Games and Interactive Environments

QUT – 2024

Major: Software Technologies

Minor: Graphic Design

Technical Skills

- Programming Languages
- Algorithms & Data Structures
- Full Software Lifecycle
- 3D Modelling
- VR Development
- UI Design & Development
- Sound & Music Design
- Graphic Design
- Typeface Design
- Version Control
- Web Development
- Database Management

People Skills

- Problem Solving
- Communication Skills
- Project Management
- High Adaptability
- High Attention to Detail

Languages

- C#
- Java
- JavaScript
- Python
- Lua
- GDScript

Technologies

- Git
- Unity3D
- TCP
- Networked Multiplayer
- OpenGL
- Raylib
- Dear ImGui
- Processing
- Godot
- Virtual Reality

Awards

- ADF Long Tan Future Innovators Award 2020
- TAE Aerospace Young Innovator Award 2018
- GE Aviation Aerospace Award 2018
- TAE Aerospace Young Innovator Award 2017