

# Chris Benoit

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## EXPERIENCE

### Blizzard Entertainment

Senior Software Engineer, UI

April 2025 - Present

Software Engineer, UI

March 2022 - April 2025

Software Engineer, Client

September 2020 - March 2022

- Working alongside the UI team on World of Warcraft to support and give updates to long-standing UI systems in an extensive existing codebase.
- Acted as the primary UI engineer to help bring to life an updated character select screen, a refreshed transmog system, and a new ping system for World of Warcraft.
- Served as a client and later UI engineer on an unannounced project until May 2022.

### Dire Wolf Digital

Software Engineer, Client

November 2019 - September 2020

Associate Engineer, Client

November 2016 - November 2019

- Created and helped to maintain user facing features relating to online card games using the Unity engine, as part of the client engineering team.
- Provided content support for live games through consistent patches and updates across several different platforms.

### Radd3

Software Engineer

June 2015 - November 2016

- Used the Unity engine to construct core gameplay systems for several mobile and VR applications targeting iOS and Android devices.

### MSU Games for Entertainment and Learning Lab

Game Programmer

May 2014 - July 2015

- Helped to create projects that were geared towards serious gaming experiences for various different clients.

### 'Spartasoft' Game Design and Development Club at MSU

Member and Vice President

Fall 2011 - May 2015

- Presented talks, organized 'Game Jams', and gave lessons to fellow students about the skills required for each discipline in the industry.

## EDUCATION

Bachelor of Science, Computer Science

Fall 2011 - May 2015

Michigan State University

Specialization in Video Game Development and Design

- GPA: 3.48

## SKILLS

**Programming Languages:**

Lua, C++, C#, XML

**Software:**

Visual Studio, VS Code, JetBrains Rider, Unity, Git, Git Extensions, Tortoise SVN, JIRA