Benjamin Crawford

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EDUCATION

University of Hawai'i at Mānoa — Honolulu, HI
Masters in Computer Science — *Aug. 2025 – May 2027*

EXPERIENCE

Research Assistant — Jan 2024 – Present
University of Hawai'i at Mānoa — *Honolulu, HI*
- Developing DocuSAGE, an application that uses LLM's to process large quanities of research papers and visualize them to find new avenues of research
- Developed a Unity application for projection on a 3D map to visualize GIS layers
- Worked closely with the Hawaii State Energy office to create an application and tool for community outreach

Network Support Specialist — June 2022 – Jan 2024
University of Hawai'i at Mānoa — *Honolulu, HI*
- Repairing, and upgrading staff hardware and software.
- Assess and troubleshoot computer problems brought by faculty and staff using WebHelpDesk
- Overseeing a system of 1000+ devices including computer setups, printers, servers, etc.

Overwatch League Student Intern — July 2022
Blizzard Entertainment — *Honolulu, HI*
- Intern for Midseason Madness tournament hosted on our campus
- Set up, break down, event management, player relations
- Assisted in creation of multiple pieces of long and short form content

PROJECTS

Wheelchair Wizards | *Godot, GDScript, Online Multiplayer* — July 2025
- Developed a 2D online multiplayer platform fighter
- Released to Steam for free, and continue to put out free updates
- Monetized through DLC cosmetic bundles
- 20,000 unique users, 300+ daily active users, 500+ DLC units sold

HAVEN | *Unity, C#, QGIS, 3D Printing, Git* — Jan 2024 – Present
- Developing an application in Unity for 3D visualization of GIS layers
- Processed and analyzed GIS layers provided by the government in QGIS
- Worked with Hawaii State Energy Office to do community outreach focused on clean and reusable energy

Life Before Death | *Unreal, C++, Blueprints, Quixel, Perforce* — Jan 2024 – May 2024
- Developed a puzzle story game focused on beautiful graphics and thoughtful level design
- Developed nearly 50+ mechanics in Unreal 5 blueprints and C++
- Available on Steam for free

Cookies and Cream VR Cafe | *Unity, C#, Netcode, Maya* — Aug. 2023 – Dec. 2023
- Developed a online co-op VR game where the players work together to fulfill cafe orders
- Developed the game and converted it all to multiplayer in ¡1 month
- Led a team of 3D artists who created models and textures for the game

TECHNICAL SKILLS

Languages: C#, GDScript, Java, Python, C/C++, JavaScript, HTML/CSS
Engines: Unity, Unreal, Godot, Blender, Maya
Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse
Frameworks: React, Node.js, Meteor, MongoDB, WordPress