

BENJI LISING

TECHNICAL ART & GAME DEVELOPMENT

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WORK EXPERIENCE

AR Developer

4thSpace - Detroit, Michigan
AR Location: Tokyo Dome City
February 2026 - Current

- Created modular geospatial 3D platformer
- Worked with Unity ARCore SDK
- Implemented assets in AR space

Game Development Instructor

CODE313 - Detroit, Michigan
June 2025 - August 2025

- Wrote curriculum for 3D Godot game development course
- Worked with Microsoft Makecode
- Taught class sizes of 15-20 ages K-8
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EA Game Tutor

College for Creative Studies
Detroit, Michigan
November 2025 - Current

- Assisted students with 3D modeling, sculpting, & programming
- Supported portfolio creation & project management skills

INDEPENDENT WORK

Plugin/Addon Development

- Developed & published Dingo, an open source addon for generating procedural rooms in Godot

Indie Game Development

- Participated in 10 game jams
- Published free to play browser & windows games

EDUCATION

Bachelors in Game Development

College for Creative Studies - Detroit, MI
2023 - 2027

Tech Art & Tooling Independent Study
2025

AR Sponsored Studio

4thSpace - Michigan Central Station

- Created AR app for Michigan Central's Winter at the Station
2025

Macomb Community College - Detroit, MI
C# Programming course
2025

SKILLS

- Tooling, addon & plugin creation
- Shaders / look development
- XR (AR, MR, VR) specialization
- Rigging & Procedural animation
- Procedural asset creation
- Performance optimization
- Game development instruction

SOFTWARE

- Godot
- Unity
- Github
- Visual Studio
- Blender
- Maya
- Substance painter
- Zbrush

LANGUAGES

- GDScript
- C#
- Unity Shadergraph
- HLSL/GLSL
- Python
- Javascript