BEN CRESSMAN

SOFTWARE ENGINEER

✉ hello@bencres.dev   📞 281-743-0219   📍 Dallas, TX

🌐 **bencres.dev**   github.com/bencres   linkedin.com/in/bencres

EXPERIENCE

TOOLS DEVELOPER
Pixel Foundry Lab, Aug 2025 - Present

Python, SQL, SQLite, Pytest, Houdini, Nuke, RealityScan, Unreal Engine 5

- **Shipped the Universal Asset Browser**, an open-source, easily extensible asset browser for any visual effects software that scales to tens of thousands of assets
- **Shipped vfxdirs**, an open-source Python library for accessing useful paths for common visual effects software on any operating system
- **Built the Pixel Foundry's photogrammetry and visual effects pipeline** in Houdini, Nuke, and RealityScan including the entire environment launcher

FULL-STACK ENGINEER
HytaleModding, November 2025 - Present

Python, TypeScript, SQL, PostgreSQL, Next.js, React.js, Tailwind, Nginx, FastAPI, Redis, Docker

- **Shipped hytalemodding.dev** as one of two front-end engineers using Typescript, Next.js, React.js, and Tailwind CSS
- **Shipped** multiple server back-ends for real-time client projects using Python, FastAPI, Redis, and Docker

PYTHON TEACHING ASSISTANT
The University of Texas at Dallas, August 2023 - May 2026

Python, Pytest, GitHub Actions CI/CD, Unit Testing

- **Created a 16x reduction in server costs** and **3x increase in programming instructor productivity** (measured by weekly grading and feedback output) by authoring the UTD Bass School's new programming course automation infrastructure

VIRTUAL REALITY DEVELOPER
Multimodal Interaction Lab, January 2025 - May 2025

Unity, Python, Maya, Substance Suite, Figma

- **Published to CHI 2026**, third coauthor of "SensoryBlox: Plug-and-Feel Modular Multi-Sensory User Interface for Immersive Cardboard VR"
- Responsible for software architecture and integration of novel VR haptics hardware

TECHNICAL ARTIST
Unlimited Fries Studios, May 2023 - September 2023

Python, Unreal Engine 5, Substance Designer, Niagara

- **Shipped *Grimhook*** (3000+ reviews on Steam, overwhelmingly positive)
- Authored multiple tools, including a procedural hand-painting generation tool to accelerate surfacing workflows
- Created a variety of shaders to meet different production needs, including a real-time ocean using fast Fourier transform

SKILLS

- Python, Typescript, C#
- Next.js, React.js, Tailwind CSS
- FastAPI, Redis, Docker, Nginx
- Unit Testing, Pytest, GitHub Actions CI/CD, Kubernetes, RabbitMQ
- Unreal, Unity, Houdini, Nuke

EDUCATION

MASTER OF FINE ARTS
Game Development, *Fall '23 - Spring '26*

The University of Texas at Dallas

BACHELOR OF ARTS
Animation and Games, *Fall '19-Spring '23*

The University of Texas at Dallas

VOLUNTEERING

TECH ARTS MEETUP
Founded and runs UTD Bass School's largest monthly networking event
Feb. 2023 - Present

UNITED ROCKS
Helping children with developmental disability rock climb weekly
Mar. 2023 - Present

FEED THE CITY
Staffer at FTC Richardson and volunteer at other locations, making food for the hungry in the DFW area weekly
Mar. 2023 - Present

GRADUATE STUDENT ASSEMBLY
Elected UTD Bass School's graduate liaison; communicated between graduate student body and school administration
May 2025 - Jan 2026

GRADUATE MENTOR
Mentored incoming graduate students
June 2025 - May 2026