BEN CRESSMAN

SOFTWARE ENGINEER

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🌐 **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 - Present

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

C#, Python, Unity, 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