Stephen Koren

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Education

Canberra Institute of Technology / Academy of Interactive Entertainment (2014 - Present),
Sydney, NSW

Bachelor of Games and Virtual Worlds - Programming

- Focus on mathematics and business surrounding games.

- Learned about Agile methodology within the games development environment.

- Learned about quality management in games.

- Studied UML implementation within technical documentation

- Participated in multiple mock games development projects with other studying programmers, as well as studying artists and designers.

- Adhered to iterative development cycles during projects with team meetings throughout each group project, akin to Agile development.

- Game Physics programming.

Skills

Languages: C++, C#, GLSL, JavaScript, Python, Lua

Frameworks / APIs: OpenGL, PhysX, XNA, MonoGame

Operating Systems: Windows

Software:

- IDEs: Visual Studio '12 - '15, MonoDevelop, PSM SDK

- Version Control: Perforce, git

- Game Engines: Unity, Source