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.

- Studied the various development methodologies within the games development environment.

- Learned the quality assurance processes applied in development environments.

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

- Created UML adherent technical documentation within projects.

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

- Applied various mathematical techniques and algorithms to fully realise game environments.

Skills

Languages: C++, C#, GLSL, HTML5, JavaScript, LUA, PHP, Python

Frameworks / APIs: Flask, Laravel, MonoGame, OpenGL, Phaser, PhysX, XNA

Operating Systems: Windows

Software Experience:

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

- Version Control: Perforce, git

- Game Engines: Unity, Source