**Stephen Koren**

[www.stephenkoren.net](http://www.stephenkoren.net) • stephenkoren7@gmail.com

**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