**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