

Steven Nobrega

PROGRAMMER

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SKILLS & QUALIFICATIONS

PROBLEM SOLVING & DESIGN THINKING

A passionate and dependable programmer who wishes to create experiences through the ever-evolving artform of the 21st century via logistical problem solving. Highly organized, detail-oriented, and flexible to work with. Demonstrated a successful record of managing projects, as well as being able to proficiently work in multiple roles that are not limited to solely programming.

TECHNICAL SKILLS

- Unity & C#
- Git Distributed VCS
- HTML5 & CSS
- Photoshop
- Illustrator
- After Effects
- Premiere

EDUCATION



CENTENNIAL COLLEGE
Game Development - Adv. Diploma
September 2017 - April 2021

- Relevant Courses:**
- Game Physics
 - Game Engines
 - Game Design
 - Project Management

EXPERIENCE



PROGRAMMER
“FantasiAAAAAAUUUGH”
SAC Hack 2019

- Programmed enemies, created control scheme.
- Scripted modular sound and music controller.
- Debugging scripts.

PROGRAMMER/DESIGNER
“Death is Not the End”
September 2020

- Programmed character control, camera, checkpoints, UI, etc.
- Decided on the genre of game, assigned and delegated tasks to members.
- Assisted with level design.

SOLE DEVELOPER
“Some FPS Game”
April 2021
Acted as the sole developer of this project.

- Programmed everything in the game, including: core gameplay elements, save system, AI, etc.
- Made UI elements using Adobe Illustrator.
- Created sound effects, and mixed them using Adobe Audition.
- Akin to “The Best Defense...” I have used project managing services akin to Hack n’ Plan to track task progress.

PROGRAMMER/DESIGNER/MANAGER
“The Best Defense...”
September 2019

Scripted several key mechanics including but not limited to:

- Absorption limiter and vulnerability timer.
- Bouncing/reflection of bullets bouncing off of walls and moving towards player.
- Iterated upon player movement scripts.
- Created health systems.
- Object pooling systems.
- Sound controller.

• Acted as a designer throughout the entirety of the project.

• Created the core concept of the game, and established aesthetic goals envisioned for the project.

- Helped upon iterating on aforementioned concept by communicating with team members.

- Used project managing services such as Hack n’ Plan to delegate tasks and track task progress.
- Communicated with various teams involved with the project, including the key artist, UI artist, sound and music producers.