

# STEVEN NOBREGA, SOFTWARE DEVELOPER

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## SKILLS

- Proficient in Unity & C# - studying C++, well-versed in object oriented programming (OOP). Also has experience with Javascript and Python.
- Well-versed with Git Distributed VCS
- Experienced with HTML5 & CSS
- Practiced in Agile, Waterfall, and Scrum methodologies.
- Adept with Photoshop and Illustrator - strong UI/UX knowledge
- Has used proprietary issue tracking software, such as Jira, ClickUp, HacknPlan, etc
- Skillful with After Effects and Audition
- Knowledgeable with the MDA Framework
- Efficient with CineMachine, FUNGUS, Unity ProBuilder, and XR Interaction Toolkit

## EXPERIENCE - PROJECTS

### **“The Best Defense...”** – *Programmer/Designer/Manager*

September 2019

In this collaborative project, I proposed and created the initial concept of a twin stick shooter. Collectively my team and I iterated upon the scenario, expanding on the concept. Liaising with an independent art team, we were able to fulfill our visual aesthetic needs. I primarily acted as a programmer and designer. Utilizing Unity & C# I produced key mechanics including projectile absorption & behavior, invincibility frames, along with a modular sound and music script.

### **“An (Almost) Never Ending Journey”** – *Programmer/Gameplay Designer*

September 2020 - Game Jam

My team and I decided to create a simple 2D platformer with the unique feature of inverting gravity. My role in this project was to create core gameplay concepts and mechanics involving player movement, physics, camera behavior, collision, and level design. I also spearheaded several creative decisions. Unity & C# were utilized to accomplish my tasks with utmost speed and efficiency. I used an array to store sounds, and on initialization, it would run a loop to populate the array. As

### **“Some FPS”** – *Sole Developer*

April 2021

For this first person shooter proof of concept, I acted as the sole developer. Employing Unity & C#, I developed player actions and systems, weapons with unique properties, enemy AI, and a leaderboard. Working with Adobe Photoshop and Illustrator, I created art for the User Interface.

Additionally, I utilized shaders and post processing in order to refine visual feedback. Moreover, I produced sound effects through the use of Foley and Adobe Audition.

## EXPERIENCE - ON-SITE WORK

### **Costco Wholesale** – *Service Deli Clerk*

June 2018 – August 2021

At Costco as a Service Deli Clerk, I preformed and did the following tasks, which include but are not limited to:

- Prepared and cooked a wide variety of food, following Costco formulas and diagrams and monitors finished product to see that department consistency and quality standards are met. As well as complying with the health code, such as sanitation, temperatures and pull dates.
- Upholding safety and security procedures.
- Provided and ensured prompt and courteous member service.

### **Royal Bank of Canada** – *Customer Service Representative (Advanced)*

October 2022 – Present

At the Royal Bank of Canada as a Customer Service Representative, I performed the following:

- Manage risks by adhering to compliance routines, processes, and controls to protect client and shareholder interests.
- Worked with a team to effectively communicate project details, requirements and specifications, and acted accordingly to see the projects done in an efficient manner.
- Worked independently as well; had strong time management, organizational and problem solving skills to see individual tasks done.
- Exceptional client service capability and confidence in engaging clients across multiple channels (i.e. phone, video, etc.) using a friendly, positive and professional tone.

## EDUCATION

### **Centennial College – School of Communications, Media, Arts and Design** – *Game Development, Ontario College Advanced Diploma*

September 2017 – April 2021

- Project Management
- Audio foundations
- Game Theory and design fundamentals, UI and UX
- 2D and 3D graphics production, animation and cinematography
- C# and various plugins within the Unity Engine
- Git Version Control

## AWARDS

***Certificate of Distinction,*** – *Awarded by University of Waterloo*  
Beaver Computing Challenge, 2015