Stephen Rumpp

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Interested in Cooperative education positions in relation to game design and development

Education

Rochester Institute of Technology, Rochester NY

Bachelor of Science Game Design and Development

GPA: 3.78

Dean's List

Expected to Graduate in May 2023

Related Courses

- Game Development and Algorithmic Problem Solving I and II (C#, Visual Studio, MonoGame)
- Data Structures and Algorithms, I and II(C++)
- Interactive Media Development (Unity)

Skills

Programming Languages

C#, Java, HTML, CSS, C++, Python, JavaScript

Software

Visual Studio, Unity, Photoshop, Maya, GitHub, GitLab

Libraries/Engines

MonoGame, Unity

Projects

Norman the Neckbeard

February 2020 – May 2020

- Using MonoGame and C# created a two-dimensional platformer from scratch
- Moved to online work only because of Covid-19 pandemic forcing us to adapt
- Worked on most parts of the game including AI, user input, collisions and level editing

Halo Website

October 2019 – November 2019

- Created a website from scratch using HTML and CSS about a specific piece of media — the Halo video game series
- Designed layout and coded entirely from scratch independently

Experience

Lowe's

Dedham, MA

Overnight Stocker/Receiver May 27th, 2020 – August 7th, 2020

- Worked overnight at Lowe's to receive and stock items on the shelves.

The Town of Dedham

Dedham, MA WSI June 2018 – August 2019

- Certified by the Red Cross to teach people to swim.
- Taught people between 4 – 14-year old kids different swimming strokes and developed their want to be in the pool.

Lifeguard

February 2018 – August 2019

- Certified by the Red Cross in CPR, AED and First Aid to be used in the event of a drowning or medical emergency