STEPHEN RUMPP

EMAIL: stephenrumpp7@gmail.com PHONE: (781) 752-9378 GITHUB: RegularStiv
LINKEDIN: linkedin.com/in/stephen-rumpp/ ADDRESS: 96 Barrows St, Dedham, MA 02026
Interested in co-op positions in relation to game design and development

Education

Rochester Institute of Technology, Rochester NY
Bachelor of Science Game Design and Development
GPA: 3.83
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++)
- Game Graphics Programming (C++, DirectX 11)
- Interactive Media Development (Unity)

Skills

Programming Languages: C#, C++, Java, HTML, CSS, JavaScript
Software: Visual Studio, Visual Studio Code, Photoshop, Maya, GitHub, GitLab, Perforce
Libraries/Engines: Unity, Unreal Engine, MonoGame
API: DirectX 11

Experience

Game Developer
Changeling (Unreal Engine 4)
August 2021 – December 2021

- August 2021 – December 2021 Worked with a team of 17 people to work on a narrative based virtual reality game in Unreal Engine 4
- Hybrid based development where we worked both online and in person
- Lead a team of 5 engineers to fully develop the existing levels and create a new level in the game
- Completely redesigned a level making the level more in tune with the themes of the game
- Worked on most parts of the game including AI, user input, collisions, and level editing
- Worked alongside artists and 3D modelers to create assets needed by the development team

Online Private Tutor
ID Tech
June 2021 – August 2021

- Taught various topics such as, C#, Unity, Maya, and C++ online to students between the ages 9-16

Projects

Norman the Neckbeard
 March 2020 – May 2020 March 2022 - Current

- Created a small game in MonoGame for my first group game project in class
- Decided as a group to revive it and develop it further in Unity
- Created and implemented the Levels, simple AI and, character movement and player inputs

Leveled Snake
April 2021 – May 2021

- Created a variation of the classic game Snake with an implemented level system to learn JavaScript for my web development class
- Single-handedly created, implemented user input, game logic, CSS, local-storage, and HTML using VS Code