

Stephen Rumpp

stephenrumpp7@gmail.com | (781) 752-9378 | 96 Barrows St, Dedham, MA 02026
[GitHub](#) · [Portfolio](#)

Detail-oriented software engineer with a strong foundation in game development, full-stack web technologies, and agile team leadership. Skilled in building scalable backend systems, optimizing performance, and deploying cloud-based applications. Currently pursuing an MS in Computer Science to deepen expertise in distributed systems, databases, and software architecture.

Education

Northeastern University, Boston MA 2025 - Present

Master of Science in Computer Science

- Relevant Courses: Programming Design Paradigm, Database Management Systems

Rochester Institute of Technology, Rochester NY 2019 - 2023

Bachelor of Science in Game Design and Development

- Graduated Magna Cum Laude
- Relevant Courses: Data Structures and Algorithms I & II

Professional Experience

ID Tech Boston, MA

Instructor June 2023 – August 2023

- Tutored students between the ages 9-16 on topics such as C#, Unity, Unreal Engine 5, blender, and C++.
- Collaborated with other instructors and managers to create lesson plans that worked best for different students and different types of accommodations that improved student learning.

Changeling VR Rochester, NY

Game Developer August 2021 – December 2021

- Worked with a team of 7 engineers to redesign an existing level from the ground up to better fit the themes of the game and provide players with more engaging gameplay.
- Organized the team through Trello boards and used agile methodology to ensure everyone was given the resources they needed to do their best work.
- Worked with the UX team to prioritize which models needed to be completed.
- Integrated and improved the game's AI, user input, and collisions.
- Organized playtests to ensure our game was able to be played and enjoyed.

Technical Expertise

Languages	C++, C#, JavaScript, Java, Python, HTML, CSS, HLSL, SQL, R
Frameworks & Libraries	React, Node.js, Bootstrap, Bulma, Socket.io, bcrypt, Handlebars
Tools & Platforms	Git, GitHub, GitLab, Perforce, CircleCI, Heroku, Trello
Game Engines & Graphics	Unity, Unreal Engine 4, MonoGame, DirectX 11, OpenGL, Maya
Databases	MongoDB, Redis, Aiven

Leadership Experience

YMCA of Greater Boston	Brighton, MA
Aquatics Director	November 2024 - Current
<ul style="list-style-type: none">Managed operations and led a team of 30+ staff, overseeing hiring, training, and performance evaluations.Implemented safety protocols and resolved customer issues, demonstrating strong communication and organizational skills.	