

# STEPHEN RUMPP

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PORTFOLIO: <https://people.rit.edu/sar7743/portfolio/>

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: 3.79

Dean's List 2019-2022

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, HLSL)
- Interactive Media Development (Unity)
- Rich Media Web App Development I and II (JavaScript, HTML, Git, CSS, Node.js)

## Skills

**Programming Languages:** C#, C++, Java, HTML, CSS, JavaScript, HLSL

**Software:** Visual Studio, Visual Studio Code, Photoshop, Maya, GitHub, GitLab, Perforce, Git, Node.js

**Libraries/Engines:** Unity, Unreal Engine 4, MonoGame

**API:** DirectX 11, Open GL

**Frameworks:** Bulma, Bootstrap

## Experience

### Game Developer

Changeling (Unreal Engine 4)

August 2021 – December 2021

- Collaborated in a team conformed of 17 developers and artists to polish and expand a narrative-based virtual reality game in Unreal Engine 4.
- Operated under hybrid-based development model where people worked both online and in-person.
- Redesigned a level from the ground up to better fit the themes of the game and provide players with more engaging gameplay.
- Integrated and improved AI, user input, and collisions.
- Worked alongside artists and 3D modelers to create and implement assets for the development team as needed.

### Online Private Tutor

ID Tech

June 2021 – August 2021

- Tutored students between the ages 9-16 on topics such as C#, Unity, Maya, and C++.

## Projects

### Into the Rift

February 2022 – April 2022

- Designed and developed a game in Unreal Engine 4 in a team of 5 people.
- Created the bare bones of a hack and slash type game that features random room generation.
- Personally responsible for room generation, character movement, and AI.

### D&D Spell Book Maker

March 2022 – April 2022

- Designed a web application that allows the user to create, share, and copy custom spell books for D&D.
- Developed the application using JavaScript, Firebase, HTML, CSS, and the D&D API.
- Integrated dynamic web design to ensure users can use the application effectively in any device.