

Stephen Rumpp

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[GitHub](#) · [Portfolio](#)

Education

Rochester Institute of Technology

2019 - 2023

Bachelor of Science in Game Design and Development

- Graduated Magna Cum Laude
- Relevant Courses: Data Structures and Algorithms I & II, Rich Media and Web App Development I, II, & III, Game Graphics Programming, Game Development and Algorithmic Problem Solving I & II, Interactive Media Development, AI for Game Development, and Game Design and Development I & II, UI/UX I

Professional Experience

Town of Dedham

Dedham, MA

Head Lifeguard

August 2023 - Current

- Red Cross certified lifeguard in charge of scheduling and managing other lifeguards.
- Supervised swimming lessons and ensured patrons safety and prevented by maintaining order and discipline in and surrounding the pool area
- rescue swimmers in distress and administer CPR and first aid when needed

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

Lead Game Developer

August 2021 – December 2021

- Managed 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.

ID Tech

Remote

Online Private Tutor

May 2021 – August 2021

- Tutored students online 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.

Technical Expertise

C++, C#, JavaScript, Java, HTML, CSS, HLSL, Visual Studio, Visual Studio Code, Maya, GitHub, GitLab, Perforce, Git, Node.js, Socket.io, CircleCI, Unity, Unreal Engine 4, MonoGame, DirectX 11, OpenGL, React, Bulma, Bootstrap, Heroku, MongoDB, Redis, Python, Handlebars, bcrypt, Trello, Agile Development, GitHub Copilot

Personal Projects

Financial Foundations

May 2024 - Current

- Website created to help teach students between grades 6 and 10 different monetary concepts such as interest, loans, budgeting, and stocks.
- Uses Node.js, CSS, JavaScript, HTML, React, and MongoDB but more technologies will be used as the project continues.

[Salve](#)

November 2022 – December 2022

- Created a website similar to Omegle but entirely text based and using a server to relay messages to users.
- Users create accounts which are stored using MongoDB and Redis and are encrypted using bcrypt.
- Users are matched randomly and send text messages back and forth which are translated to the desired language.
- Messages are sent to each other using socket.io and are translated using the translate API.
- The site was created using CSS, JavaScript, HTML, React, cookies, Node.js, Helmet, Redis, and MongoDB.

[Connect Four](#)

October 2022

- Designed and developed a web application that lets players play connect four online.
- Developed the application using JavaScript, HTML, CSS, and Node.js.
- The game utilizes POST and GET requests to a server to play each move and have the board update after the other player.

Into the Rift

February 2022 – April 2022

- Designed and developed a game in Unreal Engine 4 in a team of 5 people.
- Organized the team to work efficiently and effectively.
- Organized playtests to ensure our game had no bugs and was able to be enjoyed.
- Created the base of a hack and slash type game that features random room generation.
- Personally responsible for room generation, character movement, and AI.