

STEPHEN RUMPP

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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: Unity, Unreal Engine, Visual Studio, Visual Studio Code, Photoshop, Maya, GitHub, GitLab, Perforce

Libraries/Engines: Unity, Unreal Engine, MonoGame

API: DirectX 11

Projects

Changeling

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 people to create and polish a new level from nothing
- Worked on most parts of the game including AI, user input, collisions, and level editing

Leveled Snake

April 2021 – May 2021

- Created a variation of the classic game Snake with an implemented level system
- Single-handedly created from nothing, implemented user input, game logic, CSS, local-storage, and HTML

Experience

Game Developer

Changeling (Unreal Engine 4)

August 2021 – December 2021

- Lead a team of 4 other people 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 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 kids between the ages of 9 – 16

Water Safety Instructor

The Town of Dedham

May 2021 – August 2021