

Stephen Singler

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Profile Summary

- Aspiring Game Designer passionate about video games and tabletop roleplaying games with interests in combat, level, and narrative design
- Expertise in software development, focusing on domains such as object oriented programming with programming languages (Java, Python, Javascript)
- Adept at collaborating with cross-functional teams to help drive progress of projects

Education

Boise State University

August 2019 - May 2023

Bachelor of Science in Computer Science (GPA: 3.48/4.0)

Northeastern University

August 2024 - May 2026

Currently pursuing a *Masters of Game Science and Design*

Technical Skills

Game Design: Level Design, Narrative Design, Game Mechanics

Languages: Java, Python, Javascript, C#, HTML5/CSS, SQL, Object Oriented Programming (OOP)

Tools: Unity, Jira, Git, Github, Visual Studio Code, Slack, G Suite/Office, Linux/Bash

Quality Assurance: User Acceptance Testing, Regression Testing, Functional Testing

Professional Experience

Software Engineer | **Freelance**

(March 2024 - June 2024)

- Developed proprietary Python tools for geographical data analysis
- Collaborated closely with clients to understand requirements, provide regular updates, and iterate on solutions

Software Engineer Intern | **Vence Corp**

(November 2023 - March 2024)

- Worked on expanding functionality and the updating of legacy Python scripts for data analysis
- Solved complex challenges in data manipulation and extraction, demonstrating strong problem-solving skills
- Strengthened proficiency in Python, data analysis techniques, and independent problem-solving during the internship

Quality Assurance Tester | **Lionbridge**

(June 2022 - August 2022)

- Worked on the 2022 remake of Call of Duty: Modern Warfare II
- Utilized JIRA to log, track, and manage software
- Experienced different types of testing, such as functional, regression, and user acceptance testing
- Practiced writing clear, concise, and effective bug reports