

Steven Sargent

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Objective

Responsible graduate of University of Michigan Dearborn. Exceptional computer skills on multiple softwares. Committed to timeliness and punctuality. Considerate and thoughtful to those around and eager to listen to others.

SKILLS

- **Computer Science Experience:** 4+ years of involvement
- **Programming Languages:** C++, C#, Python
- **Game Development:** Unity
- **Design Tools:** GIMP and MagicaVoxel
- **Web Development:** Basic CSS and HTML
- **Version Control:** Git, GitHub
- **Typing Speed:** 45 WPM

RELEVANT PROJECTS

Runaway Robots

Role: Game Developer, Asset Designer, Music Designer

Institution/Organization: University of Michigan Dearborn

Course: Senior Design I and II

Date: September 2023 - April 2024

- **Description:** Developed a dimetric 3D grid-based strategy game where players navigate a maze, leading robots into hazards like electric fences and pits while avoiding dangers. Each cleared level advances to a more challenging, randomly generated level with faster robots.
- **Responsibilities:** Created movement button and bomb button sprites; Helped with main menu arrangement; Created game icon; Created main menu and gameplay music; Optimized sound effect system
- **Technologies Used:** Unity, Github, GIMP, Beepbox Online App
- **Achievements:** Released on IOS App Store

Murders of Beveria

Role: Asset Designer

Institution/Organization: University of Michigan Dearborn

Course: Game Design II

Date: February 2024 - March 2024

- **Description:** Developed an isometric view simple 3D hack-and-slash game with voxel-based environments and a single enemy.
- **Responsibilities:** Created environment assets in MagicaVoxel; Prepared and optimized assets in Blender; Transferred to UnrealEngine through Blender-UnrealEngine Pipeline plugin
- **Technologies Used:** UnrealEngine, Github, MagicaVoxel, Blender

5UR1V3

Role: Asset Integrator

Institution/Organization: University of Michigan Dearborn

Course: Game Design I

Date: November 2022 - December 2022

References available upon request

- **Description:** Developed a 3D arena shooter game featuring a single melee enemy type that spawns in increasing numbers across waves. The goal was to create an engaging combat experience with progressively challenging enemy waves.
- **Responsibilities:** Fetched free enemy assets; Created enemy animation prefab using Mixamo; Programmed enemy animation states and transitions within Unity's Animator tab
- **Technologies Used:** Unity, Github, Mixamo, C#

Ransom Rabbit

Role: Sprite Designer

Institution/Organization: University of Michigan Dearborn

Course: Game Design I

Date: October 2022 - November 2022

- **Description:** Developed a short 2D side-scrolling shooter-platformer featuring a single enemy that shoots at the player character. The player must navigate the level to make it to the end without dying to the enemies.
- **Responsibilities:** Created main character, enemy, health bar, ability bar, and settings button sprites
- **Technologies Used:** Unity, Github, Piskel Web App

EXPERIENCE

OUCARES

5/22/2024 - 8/09/2024

Oakland University, Rochester, Michigan

STEAM Camp Staff

- Paid intern for Tuesdays and Thursdays every week in time listed
- Helped to ensure the safety and engagement of participants with Autism Spectrum Disorder
- Assisted participants with activities concerning computers
- Assisted in cleaning up after the participants

Vacation Bible School

Summer, 2016 - 2018

Wayne County, Michigan

Craft Station Assistant

- Volunteered for one week in the summer of each listed year
- Assisted the station leader with setting up each day's craft before the children arrived every day
- Diligently observed and ensured that the children were able to successfully do the daily craft
- Meticulously cleaned up after all groups of children had left the station at the end of each day

EDUCATION

University of Michigan Dearborn

April 27 2024

Dearborn, Michigan

Bachelor of Computer Science

Major in Computer Science and Game Design

GPA: 3.68

Oakland University

2023 - 2023

Rochester, Michigan

OUCARES Pre-Employment Skills Training

Enrolled in a 300-hour program focusing on the following skills

- Communication skills
- Understanding employment
- Independent living skills

References available upon request