SBAERO

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Steven Baeringer - Technical Designer

(954)-205-0579

Skills

- **Technical -** C#, C++, Blueprint, Java, JavaScript, ActionScript
- **Level Design -** World building, scripting, documentation
- **Art -** Particle effects, hard surface modeling, UV unwrapping, texturing

Proficiencies

- **Engines -** Unity 5, Unreal Engine 4
- **3D Modelling -** Maya, ZBrush
- **Texturing -** Substance Painter, Photoshop
- **Version Control -** GitHub, Tortoise SVN, Unity Collaborate
- **Production -** Hack N Plan, Scrum, Agile, Knowledge of JIRA, Kanban, Gantt, Backlogs

Individual Projects

Undisturbed - Unreal Engine 4 **Spring 2018**

Undisturbed is an asymmetrical third person combat prototype between a Wyvern and a Warrior.

Boss Arena - Two custom player controllers in split screen combat

Single and Multiplayer Racquetball standalone version made in two days for internship test

Current

7 weeks

Team Experience

Awakening - Unreal Engine 4 **Fall 2017**

Creative Director, Level Designer, Programmer

15 weeks

First person survival horror game on Mars.

Responsibilities:

Learn how to make a horror game by studying contemporary examples.

Review tech and art leads' submissions for compliance with game vision.

Level design, scripted events, sound, lighting, cutscenes, and Player Controller polish.

Star Struck - Unity 5 **Summer 2017**

Tech Lead

13 weeks

Infinite runner with unique mass system and control scheme

Responsibilities:

Player Controller, collision events, programming power ups, hazards, sound, UI, gameplay.

Handle input for mouse, keyboard, gamepad, and touchscreen for mobile port.

Final Contingency - Unity 5 **Spring 2017**

Creative Director, Lead Programmer, Particle Designer

8 weeks

An objective based 3D third person action platformer.

Responsibilities:

Game Controller which choreographed the fight between the Colossus and Guardian.

Colossus and Guardian health + visual representation, and win and loss states.

All particles, leech death, jetpack + UI, player health + UI back-end, player fall damage.

Education

University of Central Florida   **Major:** Digital Media: Game Design   **December 2017**