

Stephen Hunter Day

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EDUCATION

Fitchburg State University

Bachelors' of Science

Anticipated: Summer 2023

Major: Game Design

Minor: Computer Science

Overall GPA: 3.74

SKILLS

C# | Python | Java | HTML | Unity | GitHub | Microsoft Visual Studio

COURSEWORK

Computer Science I (4.0) | Computer Science II (4.0) | Calculus I (4.0) | Discrete Math (3.7) | Game Design Workshop (3.0) | Game Narrative Design (3.5)

EXPERIENCE

Fitchburg State University, Fitchburg, MA

3D Game Development: FPS Level Enemy AI & Core Mechanics

Fall 2022

- Coded in Unity with Microsoft Visual Studio
- Integrated Unity Input System and URP, worked with Navmesh
- Implemented Ragdoll Physics, Animations, and Multi-Aim Constraints on a rigged 3D Character
- Worked on a three person team to create an FPS Level
- Managed Branches for tasks and team projects with Github

Game Jam: "SLOW"

- Designed and Implemented a 2D turn-based multiplayer vs game in team environment

FPS Level Design

Fall 2020

- Created a Greybox with Unreal Geometry
- Learned to manage Load Zones and transitions in a team based workflow
- Considered Enemy and Item placement, Cover and Line of Sight

Game Jam: "No one is the enemy"

Fall 2019

- Co-created a board game with friends and fellow students
- Designed on paper in a team environment
- Created original concept behind cooperative game design
- Built all game rules, pieces, and board from scratch

Falmouth High School, Falmouth MA

Woods Hole Oceanographic Institute Internship

Sept 2018 - June 2019

- Performed web design in HTML
- Created a program to interpret research data through an email service in Python with Anaconda
- Presented on experience to peers and coordinating professor