STEVEN HART

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OBJECTIVE:	I'm an energetic, gregarious, interdisciplinary game developer passionate about engaging people in powerful ways through games. I want to apply my creativity and experience in game development to innovate and succeed with other serious and passionate developers in the industry.

EXPERIENCE:

(1) Google Ambassador   May 2013 – May 2014
Google Inc.
Supervisors: Sarah Henderson (Program Director)   sarahhenderson@google.com
www.google.com
- Organized and lead Google New Technology seminars
- Coordinated new technology strategies with campus and corporate administrators

(2) Unity3D Developer   January 2013 – May 2014
Analysis, Computing, & Engineering Solutions (ACES) Inc.
Supervisor: Jeb Pair (President)   jeb.pair@aces-incorp.com
www.aces-incorp.com
- Drafted level design and mission layouts in Unity3D
- Generated 3D assets and characters in Blender
- Implemented networking and online play scripts in C# and JS
- Coordinated GIT version control via Atlassian tools

(3) Application Development Intern   April 2012 – September 2012
Analysis, Computing, & Engineering Solutions (ACES) Inc.
Supervisor: Jeb Pair (President)   jeb.pair@aces-incorp.com
www.aces-incorp.com
- Directed project prototype development
- Designed online assessment portal with WYSIWYG Javascript capability
- Adapted and implemented Sencha Web Framework with Git repository

(4) International Game Developers Association (IGDA) Washington D.C. Chapter
Programming Lead – "The Box"   July 2013
Team Lead in Unity– "Star Sharks"   July 2012

(5) Information Technology Intern   June 2011 – August 2011
Distrophonix
Supervisor: Tom Thibodeau (IT Department Head)   tom@distrophonix.com
www.distrophonix.com
- Modified functionality of company website using HTML, CSS, and PHP
- Adopted and customized JavaScript and ActionScript Flash plug-ins for webpage

TECHNICAL SKILLS:

Languages: - Java, JS, C, C++, C#, Python, ActionScript, Lua, Scheme, HTML, PHP, CSS
                 - Windows, Mac OSX, Linux
Tools: - Unity3D, Unity3D-Mobile, LOVE Engine, Maya, Blender, UNIX, GIT, Adobe
                 - Microsoft Word/Excel/PowerPoint, WordPress

EDUCATION:

University of Maryland, Baltimore County   Baltimore, Maryland
GPA: 3.7   Cum Laude   B.S.   Computer Science
                                     B.A.   Visual Arts with concentration: Interactive Media
Certifications & Awards: 2013 Game Dev Research Speaker, CEB JavaScript Advanced (2014), Honors Medallion, Presidential Fellows Scholar, President's List, Mid-Year Leadership Conference
Relevant Coursework: Capstone Game Development Projects, Software Development, Advanced 3D Modeling (Maya), Computer Graphics, Interactive Media I & II, Theory of Games, Artificial Intelligence Agents, Web Design, Photoshop Techniques, Data Structures

ACTIVITIES: UMBC Game Dev Club, UMBC Swim & Dive Team, Pi Kappa Phi Leadership Fraternity