

Stein Astor Fernandez

Skills

Languages C, C#, JavaScript
Game Dev Game Design, Level Design, Game Balance
Web Dev HTML+CSS, JQuery, ReactJS, Redux, CouchDB, Semantic UI
Engines Unity, Unreal Engine
Tools Git, MS Visual Studio, MS Office, Eclipse

Experience

- Aug 2015–Aug 2017 **Full Stack Developer (Graduate Assistant + 3 mo. Summer Co-op)**, *Rochester Institute of Technology*, Rochester NY.
Built a new stack for www.gibber.cc, a browser-based creative coding environment by Prof. Charlie Roberts.
- Developed backend to handle existing features and allow for additional database management and granular file sharing features using NodeJS, nano and CouchDB.
 - Created new website layout and frontend to talk to the server and allow users to access new features, using NodeJS, ReactJS, Redux and Semantic-UI.
- Jun 2013–Oct 2014 **Software Engineer**, *Texas Instruments Inc.*, Bangalore.
- Achieved first place in site-wide new hire software bootcamp.
 - Developed port of automotive infotainment software for new target OS.
 - Implemented audio sample rate converter in C.
 - Created new framework for addition of modular features to automotive infotainment software
 - Provided multiple new features using this framework.
 - Completed project two weeks ahead of shipping the build.
- Apr 2012–Jun 2012 **Software Engineering Intern**, *Texas Instruments Inc.*, Bangalore.
- Solved UART communication issues between a radioboard and host.
 - Improved automated build of automotive infotainment software, reducing time cost of pre-build platform-specific changes from a full work day to less than five minutes.

Education

- 2015–2017 **M.S. in Game Design and Development**, *Rochester Institute of Technology*, Rochester, NY, 4.00 CGPA, Phi Kappa Phi Honor Society..
- 2009–2013 **B.Tech in Computer Science and Engineering**, *National Institute of Technology*, Calicut, India.

Selected Projects

- Nov2015-May2016 **Pixalto**.
- Programmer and Lead Designer for a 2D sidescroller using the concepts of procedural rhetoric and meaningful play to explore aggression, pacifism and a balanced approach.
- Aug2016-May2017 **Gloom Box**.
- Programmer and Lead Designer for a 2D puzzle-platformer themed around changing the environment through music. Awarded 3rd place overall at RPI GameFest 2017 and exhibited at Imagine RIT 2017.
- Aug2016-Dec2016 **Chaotic Oscillators for Generative 3D Art**.
- Designer and Programmer for an interactive artwork that aims to generate three-dimensional non-patterns within a web browser using nonlinear ODEs that represent a Chua oscillator.
- Aug2015-Aug2017 **Gibber Database Management Library**.
- Wrote and integrated a NodeJS library for the www.gibber.cc server that handles all CouchDB related functions, including user and file management for the website.

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