Stephen Kerschbaumer

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Game Designer

Fluent in **English & French**

Skills

Design
- Gameplay and Interaction
- User Testing & Analysis
- 3D Modeling and Animation

Software
- Unity Engine
- Maya
- Blender

Languages
- C#
- JavaScript
- Python

Projects

Versus Purgatory (Designer, Programmer, 3D Artist)
2025 - Unity C#, Blender - Steam

- Designed novel combat mechanics, in which the player controls two characters at the same time.
- Implemented and balanced character upgrade system via Excel spreadsheet with 15+ weapons and 20+ power-ups which enabled emergent gameplay through player experimentation.
- Created over 150 unique rooms to encounter through procedurally generated dungeons.

Borbo's Quest (Designer, Programmer, 2D Artist)
2021 - Game Boy, GBStudio - Itch.io

- Played and downloaded over 10,000 times, with a 4.5/5 star rating on Itch.io.
- Designed and implemented a series of sokoban puzzles with expanding and varying mechanics which layer and iterate upon each other.
- Mapped a series of adventure game-style interconnected areas with key item-based puzzle solving.
- Licensed the game to CoolMath Games, adapting the game for their audience and accommodating their ad infrastructure.

Experience

Game Designer, Programmer (Contract, Full-Time)
July 2025 to November 2025 - Serious Magic, Remote

- Used rapid prototyping and frequent user testing to design and program educational mobile games with React Native (JavaScript & TypeScript).
- Collaborated with programmers, graphic designers, and professional educators to clearly communicate needs, intentions, and goals.
- Analyzed user behaviour and engagement using PostHog, SupaBase, and Prolific, as well as in-house tools.

Game Designer (Contract)
2022 - CoolMath Games, Remote

- Designed a fun and child-friendly web-based game for PC and mobile, balancing creative vision with market knowledge.
- Implemented and iterated upon client feedback to meet demands through rapid ideation.
- Adapted project to a free-to-play and ad-based market, with consideration for player demographics.

Education

Simon Fraser University
Interactive Arts and Technology, BA
Graduate 2025

- Concentration in Extended Reality & Game Design
- Graduate with distinction, GPA 3.86.
- Semester in Alternate Realities (SIAR) Program, Summer 2023.