

# Stephen Kerschbaumer

## Game Designer

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Fluent in **English & French**

## Skills

### Design

- Level Design
- Gameplay and Interaction
- Game Balance and Statistics

### Software

- Unity Engine
- Blender, Maya
- MS Excel, Google Sheets

### Languages

- C#
- Python
- Java

## 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.
- Used data management skills to implement and balance character upgrade system via Excel spreadsheet with 15+ weapons and 20+ power-ups, enabling emergent gameplay through player experimentation.
- Created over 150 unique rooms to encounter through procedurally generated dungeons.
- Leveraged self-driven and detail-focused nature to self-publish, market, and user test game for commercial release.

### In Bloom (Designer, Programmer)

2023 - Unity C#, Maya - [More Info](#)

- Designed and implemented core puzzle mechanic centering around VR physics and companion interaction.
- Served as project manager, where I demonstrated excellent communication skills, coordinating the work of our designers, programmers, and 3D artists.
- Prototyped puzzle designs using Unity's ProBuilder system, iterated alongside visual designer.
- Created as part of the "Semester in Alternate Realities" program. Given the "Best Gameplay" award.

### 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 (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. Member of the Deans's Honour Roll for outstanding academic performance.
- Semester in Alternate Realities (SIAR) Program, Summer 2023.