

## KATHERINE STEIN

### SKILLS & ABILITIES

Programming: C#, C, C++, Java, HLSL, Javascript, HTML, CSS, Blueprints proficiency

Game Engines: Unity, Unreal Engine 4/5, Monogame

Software: Perforce, Jira, Confluence, Maya, Unix, Linux, Adobe Suite

### EDUCATION

**ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER, NY - B.S. GAME DESIGN AND DEVELOPMENT**

Certificate: Leading High Performance Teams Certificate

### WORK HISTORY

**SOMETHING WICKED GAMES, ROCKVILLE, MD**

June 2023 – August 2023

- Worked on a large team communicating using Jira, Confluence, and Perforce
- Utilized Unreal Engine 5 and employed a combination of C++, blueprints, and UMG to create widgets
- Play tested builds testing functionality and documenting bugs

### PROJECTS

**DIRECTX RENDERING ENGINE – VISUAL STUDIO**

August 2023 – Present

- Currently building a DirectX rendering engine using Win32 API, HLSL shading language, and C++ capable of 2D and 3D graphics
- Implemented GUI, multiple cameras, a lighting system, and textures
- Working on applying normal and shadow mapping, skybox generation, a particle system, and post processing effects

**HIGH NOON – UNITY**

September 2022 - October 2022

- Solo project with custom physics and collision system utilizing Unity's canvas, animation, and new input system
- Created fully animated characters, completely added music and sound effects, and built a comprehensive menu system

**NIRAYA – MONOGAME**

January 2022 - May 2022

- Implemented player controls, health systems, combat, and enemy movement and animation. Play tested and debugged, solving several game breaking bugs
- Worked collaboratively to design levels and make game-altering decisions