

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