

KATHERINE STEIN

SKILLS & ABILITIES

Programming: C#, C, C++, Java, HTML, CSS, Blueprints proficiency
Game Engines: Unity, Unreal Engine 4/5, Monogame
Software: Unix, Linux, Command Line, Slack, Trello

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER, NY
GAME DESIGN AND DEVELOPMENT MAJOR
Minors: Computer Science and Creative Writing
Certificate: Leading High Performance Teams Certificate

PROJECTS

UNREAL ENGINE SHOOTER – (PERSONAL PROJECT)

July 2022 - Present

Fully animated character using Blend Spaces, Blueprints, and combining animations. Created beam traces using the particle effect system and vectors. Working continuously towards having a finished level by the end of the year.

SPACE ACTION HERO – (PERSONAL PROJECT)

June 2022

Stuck to a schedule to complete this game in under a month. Used Unity's particle system and animation to create explosions and a boss fight. Created a UI and menu system including health bars, life counter, and sound effects. Handled gameplay, enemy AI, and creating levels with waves of enemies.

NIRAYA – (ACADEMIC PROJECT)

January 2022 – May 2022

Worked on player controls, health systems, combat, and enemy movement and animation. Play tested and debugged, solving several game breaking issues. Worked collaboratively in a group to design levels and game-altering decisions. Delivered a finished product by the end of the semester.

WORK HISTORY

TIM HORTONS, ROCHESTER, NY

March 2017 – October 2018; October 2021 – June 2022

Contributed to team success by completing jobs accurately and quickly. Worked scheduled shifts and was available to work during coworker absences, busy periods, and holidays. Mentored and trained team members to enhance professional development.

DSO NOTETAKER, ROCHESTER, NY

January 2022 – May 2022

Verified details to deliver clear, comprehensive, and accurate notes. Created and compiled extra notes from classes for students. Delivered notes quickly to ensure students were up to date in class.