(585) 309-3015   https://kms2096.github.io/ks-portfolio/   kms2096@g.rit.edu

KATHERINE STEIN

SKILLS & ABILITIES

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

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

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

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER, NY - B.S. GAME DESIGN AND DEVELOPMENT
Certificate: Leading High Performance Teams Certificate

PROJECTS

A.R.C.A.N.A – UNITY 3D
February 2023 – March 2023

- Developed as part of a group on a tight schedule
- Primary contributions include generating technical design documents in addition to game, level, and UI design

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

WORK HISTORY

SOMETHING WICKED GAMES, ROCKVILLE, MD
June 2023 – August 2023

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