

Landon Stevens

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[GitHub](#) | [LinkedIn](#)

Game Developer & Software Engineer

Industry Experience

Lead Game Developer | Salt Lake City, UT

Neumont Senior Capstone Project | September 2024 – December 2024

- Developed an action typing game that pays homage to an older series within the same genre.
- Utilized unfamiliar programming languages, such as Lua and the accompanying framework LÖVE.

Web Developer, IGDA | Salt Lake City, UT

Neumont Collaborative Project | January 2025 – June 2025

- Upkept and updated a website with various improvements and bug fixes.
- Worked extensively with HTML, CSS and JavaScript.

Projects

“Uppies! <3”

Neumont Spring Game Jam | May 2024

- Created a simple, rhythmic dodging game. Implemented musical gameplay sequences and quick collision detection.
- Built using Unity and C#.

Education

Bachelor of Software & Game Development | September 2025

Neumont College of Computer Science | Salt Lake City, UT

Technical Skills

Proficient

C++, C#
Lua, LÖVE
Unity

Intermediate

CSS
Godot, GDScript
HTML
JavaScript
Python
Unreal Engine 5

Actively Learning

SQL