# Steven Allan Moncrief

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https://samoncrief.github.io

### **Education**

**University of Miami** 

Bachelor of Science in Computer Science

- Cumulative GPA: 3.5/4.0
- Minor in Game Design

Coral Gables, FL May 2020

### **Relevant Coursework**

- Designing Games for Impact
- Intro to Game Programming
- Theory of Computing
- Intro to Computer Graphics
- Systems
   Programming
- Interaction Design
- Intro to Artificial Intelligence

### **Work & Projects**

Vertical Bridge Holdings, LLC

Boca Raton, FL

### **Quality Assurance Intern**

August 2017-January 2018, May 2018-August 2018

- Tested and validated weekly iterations of proprietary systems by performing regression testing to prevent the introduction of bugs
- Validated IT tickets by personally following up with users in departments across the company to ensure business needs were being addressed by the team
- Coordinated with various departments including and beyond IT, such as sales and legal, by maintaining email contact and organizing meetings to deliver feedback to and between developers

**Digibrawl** July 2019

Made in Unity

- Top down shooter
- Designed and balanced multiple unique, playable characters
- Created models and animations in the Blender software

Boxed! November 2019

Made with p5.js

- Casual game
- · Created in Javascript with open source libraries

## **Untitled Skating Prototype**

December 2019

Made in Unity

- Prototype to test movement mechanics through a 3D space
- Utilized 3D vector math and physics system to create desired system behavior

#### **Skills & Abilities**

## **Software Proficiencies**

- Java
- C++
- C#
- Javascript

- UNIX
- HTML
- SQL
- WebGL

- Microsoft Office
- Visual Studio
- Eclipse IDE
- Unity Engine