

Steven Allan Moncrief

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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

- | | | |
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| <ul style="list-style-type: none">• Designing Games for Impact• Intro to Game Programming | <ul style="list-style-type: none">• Theory of Computing• Intro to Computer Graphics• Systems Programming | <ul style="list-style-type: none">• Interaction Design• Intro to Artificial Intelligence |
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Work & Projects

Redcon1, LLC

iOS Developer

- Primary app developer for Redcon1 development team
- Developed and deployed a reworked mobile app within six months of starting the position
- Coordinated with other developers to create app features
- Continued support for app post-launch with features as requested by the company

Boca Raton, FL

May 2020 - Present

Digibrawl

Made in Unity

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

July 2019

Boxed!

Made with p5.js

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

November 2019

Untitled Skating Prototype

Made in Unity

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

December 2019

Skills & Abilities

Software Proficiencies

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| <ul style="list-style-type: none">• Java• C++• C#• Javascript | <ul style="list-style-type: none">• UIKit• Swift• XCode• HTML• WebGL | <ul style="list-style-type: none">• Microsoft Office• Visual Studio• Unity Engine• Github• Git |
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