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

- 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

Redcon1, LLC
iOS Developer

Boca Raton, FL
May 2020 - Present

- 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

Digibrawl
Made in Unity

July 2019

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

Boxed!
Made with p5.js

November 2019

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

Untitled Skating Prototype
Made in Unity

December 2019

- 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
- Swift
- UNIX
- HTML
- Git
- WebGL
- Microsoft Office
- Visual Studio
- Xcode
- Unity Engine
- Github