Steve Grossman

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SUMMARY:
UC Irvine Computer Science graduate with expertise in software engineering, gameplay programming, and audio implementation. Able to write robust and performant code that runs efficiently on multiple platforms. Passionate about collaborating with artists, engineers, and designers to produce fun and engaging gameplay.

EXPERIENCE:

SYGO Studios – Remote   **November 2020 - Present**
Gameplay Programmer and Audio Lead
- Implemented persistent asynchronous save system for an 3D open world game in Unity.
- Created an audio management system extending FMOD Unity integration source code.
- Wrote a quest system editor tool in Unity that allowed designers to manage game state.
- Designed in-game UI and player interactions for inventory system and settings menu.

Xifin, Inc – San Diego, CA   **August 2020 - November 2020**
Cyber Security Analyst
- Remediated security vulnerabilities in Python and C# multi-tenant cloud applications.

Puzzle Mirror Studios – San Diego, CA   **December 2019 – August 2020**
Principal Software Engineer
- Implemented AI pathfinding, character mechanics, and audio for a puzzle game in Unity.

Human Longevity, Inc. – San Diego, CA   **March 2017 - August 2019**
Engineer I Software, Information Security
- Wrote automation utilities in Python for code analysis and infrastructure hardening.

TOOLS
Programming: Python (6 years), C# (3 years), C++ (3 years), JavaScript (4 years).
Development Tools: Unity (3 years), Git (5 years), Visual Studio (5 years),
Audio Tools: Wwise (2 years), Fmod (1 year), FL Studio (9 years), Reaper (1 year).
Graphics: HLSL (1 year), OpenGL (1 year), Blender (2 years), Photoshop (2 years).
Infrastructure: AWS (4 years), Terraform (4 years), Team City (2 years), SQL (3 years).

SKILLS
- Software engineer well versed in all aspects of the game development process.
- Gameplay programmer with skills in 3D mathematics, physics, and backend architecture.
- Enthusiastic about writing extensible and optimized code for low-latency game systems.
- Audio designer proficient in multiple game audio implementation tools and engines.
- Highly collaborative team member with strong written and oral communication skills.

EDUCATION
University of California, Irvine - Bachelor of Science, Computer Science (2016)
GIAC Security Essentials Certification (2019)
Wwise 101 Fundamentals (2020)

PERSONAL PROJECTS
- Created a synthesizer plugin in C++ using JUCE. Download it here.
- Programmer, audio lead, and artist for GameDev.tv 2020 jam. See the code.
- Developed visual algorithm to draw fractals using P5 Javascript. See the code.