Steve Westhoff

Portfolio: stevewesthoff.com   steve.westhoff38@gmail.com   614-905-0340

Professional Summary:

I am a highly capable programmer and game designer with more than 10 years of experience. I have worked independently, and with a team, to successfully plan, coordinate, implement, and develop content and technical systems on projects ranging from weekend-long game jams to multi-year long award winning AAA games. As a goal-driven, positive person, I strive to create the highest quality work. I am a resourceful professional with experience designing and programming in visual and text-based languages, and have led teams through the development lifecycle process. I've written design documents and scripted instructional web pages; mentored and tasked team members; as well as evaluated and wrote reports on content quality and technical systems effectiveness. I am certified in HTML5, CSS, JavaScript, and Game Scripting. I've programmed game content and cinematic sequences; complex ETL interfaces in PL/SQL; web services and automated tools in Java; and an entire virtual reality (VR) game in C#. Currently, I'm leading the development of a second VR game in C# using Unity.

Career Competency Highlights:

"Steve is one of the stronger developers on the team and is always going above and beyond to expand his knowledge even further... and has even begun to pick up on several areas of DBA expertise. He is always willing to take on any new challenges and is an extremely exceptional independent worker. I know I can depend on him when we face issues occurring in production. He has saved literally hundreds of hours. Steve also delivers exceptional code fixes, scripts, and documentation, ensuring that we meet our SLA's with his quality work. It's wonderful to work with such an independent, trustworthy, and exceptional employee."   ~ Kara Donaldson, Operations Support Manager

"Steve is one of the best technical designers and scripters I've worked with. He was stuck with a set of rough tasks and managed to master them. His work was far above what I could have hoped for and he handled numerous difficult issues with a great attitude and work ethic. I would have him on any team I'm part of."   ~ Bill Sullivan, Senior Designer

"Any tasks assigned to Steve were always handled efficiently and he often went the extra mile, improving upon the initial design...offering solutions on how to get the same or better results. I often felt that his work was well above his level, allowing me to assign him the same tasks I would a much more senior designer and expect great results."   ~ Nik Johansson, Senior Designer

Relevant Work Experience:

VES: May 2018–Present
Senior Unity Developer
- Develop core systems and features for both VR and WebGL
- Programmed the new code base foundation in Unity
- Lead design efforts, programming standards, and game standards
- Identified code dependencies and drafted a rough milestone guide
- Analyzed the legacy code base for quality and long term extensibility
- Fixed several challenging bugs in the legacy system

Single Step Games: September 2016–Present
Lead Game Developer
- Design and program immersive 3D virtual reality game play, A.I. combat, user interfaces, and systems in C# with Unity
- Create visual particle effects and audio sound effects
- Fabricate and animate 3D models and 2D graphics
- Write, perform, record, and edit voice over dialogue
- Manage business-related schedules, documentation, and correspondence
- Published a VR game for the HTC Vive and Oculus Touch on Steam: *Psyche Soldier VR*
- Directing and mentoring an artist on a second VR game: *BREAK STUFF VR*

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Accenture: May 2013–September 2016
Software Development Senior Analyst (Interface Developer, M&O Team)
- Programmed ETL Interfaces in PL/SQL and web services in Java
- Programmed automated reporting tools in Java and SQL, saving the company $135,000 per year
- Wrote technical design documents and mapped data interfaces
- Optimized a complex web service, reducing the response time by 87%
- Reduced batch run time across five procedures from 11 hours down to 2 hours

Disney Interactive - Junction Point Studio: June 2011–March 2013
Associate Game Designer (Technical Design)
- Designed, scripted, and maintained technical systems and prefabs in Lua
- Programmed, wrote, and maintained instructional tutorial web pages on Confluence
- Orchestrated and validated improvements to custom tools for Gamebryo's Scene Designer
- Provided technical support to the content and outsourced designers, and provided design support to programmers
- Fixed and polished outsourced 2D levels and in-house 3D levels
- Created and supported the Build Verification Test map and instructions
- Shipped title for PC, Xbox, and Wii: *Epic Mickey 2: The Power of Two*

Sony Online Entertainment: August 2009–March 2011
Associate Game Designer (Content Design)
- Designed and scripted game play encounters for interior and exterior settings
- Scripted NPC combat abilities (attacks) and A.I. strategies
- Designed and scripted several boss fight encounters using Unreal Editor
- Designed and implemented quest setups and created in-game cinematics
- Helped streamline the voice-over implementation process
- Shipped title for PC and Playstation 4: *DC Universe Online*

Whirled World Studios: December 2008–May 2010
Project Lead and Designer
- Wrote an award-winning design document
- Led a team of three to create the game mechanics, game modes, UI, and award system
- Designed and implemented over 50 Pinwheel puzzle levels
- Published an iPhone game that received 4.5 out of 5 stars: *Pinwheel Puzzler*
- Designed 30 Cubis puzzle levels for Fresh Games iPhone game: *Cubis Creatures*
- Implemented and balanced the Cubis cube queue for playability, fun, and flow

Heatwave Interactive: February 2009–June 2009
Design Intern
- Wrote several design concepts, pitches, and game mechanics documents
- Researched and wrote several reports on potential competitor products for three new cross-media intellectual properties
- Designed and programmed a match 3 game prototype in C# with Unity

Education:

Accenture - Application Delivery Fundamentals 2.0: Java	2013
W3Schools.com - Certificates: HTML5, CSS, JavaScript	2013
Austin Community College, Austin, TX - Certificates, 4.0 GPA: Game Scripting, Level Design	2009
Virginia Commonwealth University, Richmond, VA - B.S, Cum Laude: Psychology	2004

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Computer Skills:

Programming Languages: C#, PL/SQL, Java, Lua, Kismet, HTML5, CSS, JavaScript
Microsoft Office: Word, Visio, PowerPoint, Excel, and Outlook
Game Development: Unity, Visual Studio, Audacity, Blender, GIMP, Unreal
Web Development: Eclipse, Oracle WebLogic, SoapUI, Oracle SQL Developer, Confluence
Source Control: Perforce (P4V), Rational Team Concert (RTC), Team Foundation Server (TFS)

Credits and Awards:

Best in Show VR, nominee – GDEX – BREAK STUFF VR	2018
Programming, Design, Art, and Audio credit - Psyche Soldier VR	2017
Accenture Celebrates Excellence (ACE) "Alchemist" Award - Accenture	2015
Going the Extra Mile (GEM) Award - Accenture	2015
Design credit - Epic Mickey 2: The Power of Two	2012
Level Design credit - Cubis Creatures	2012
Design credit - DC Universe Online	2011
Design and Production credits - Pinwheel Puzzler	2009
1st Place - Game Design Contest, Austin Community College	2008
Student of the Year - Distributive Education Clubs of America	2000