

Stephen L. Rice

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Education

Master of Science: Computer Science

University of Denver (Current)

Double Major: Bachelor of Arts in Animation & Game Development and Digital Media Studies

University of Denver (Graduated June 2012)

Minor: International Studies

Cumulative GPA: 3.83

Honors: Graduated *Cum Laude*, with University Honors, and Distinction in Major

Skills

- Proficient with: Java, ActionScript 3.0
- Experience with: C#, C, C++, Objective C 2.0, Lua, SML
- Environments: Experience with Visual Studio, XCode, Unity, XNA & Corona

Experience

Graduate Teaching Assistant

University of Denver **September 2012 – Current**

- Instruct and assist undergraduate computer science students
- Work with professors to develop and grade course materials

Microsoft Student Partner

Microsoft **September 2013 – Current**

- Promote Microsoft products and services on campus
- Organize and run community events for students

Designer, Programmer

University of Denver **May 2011 – March 2013**

- Cooperate with a small team to design and develop an iPad game for a psychological study
- Produce design documents, decisions and code for the game

University Technology Services Help Desk Assistant

University of Denver **May 2011 – June 2012**

- Provide technology assistance to faculty, students & staff

Intern: Interface Designer

Sixense Entertainment **June 2010 – August 2010, December 2010, June 2011**

- Design and create motion controller configurations for the Razer Hydra
- Update configurations on the basis of testing and feedback