Stephen L. Rice

stephen@stephenlrice.com

(408) 981-9564 (Cell)

http://www.stephenlrice.com
http://www.linkedin.com/in/srice08

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)
<u>Minor</u>: *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

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

Resident Assistant
University of Denver   February 2010 – June 2011
- Oversee and assist in the development of 25+ first-year students
- Create and innovate programming as part of a team for residents