

Stein Astor Fernandez

Skills

Languages C, JavaScript, C#, Bash, HTML+CSS
Gamedev Game Design, Level Design, Game Balance
Engines Unity, Unreal Engine
Software Git, MS Visual Studio, MS Excel, MS Word, MS Powerpoint, Eclipse

Experience

- Aug2015–current **Graduate Assistant, part-time, Rochester Institute of Technology, Rochester NY.**
Worked under Prof. Charlie Roberts on www.gibber.cc, a browser-based creative coding environment.
◦ Wrote JS library to handle user management and granular file sharing for Gibber backend.
◦ Currently redesigning website frontend.
- Jun2013–Oct2014 **Software Engineer, Texas Instruments Inc., Bangalore.**
Worked in Automotive Infotainment and Analog Software divisions
◦ Selected for first place in software bootcamp held for batch of new hires
◦ Ported automotive infotainment software across different OSes and hardware
◦ Implemented audio sample rate converter in C
◦ Created framework for addition of modules to automotive infotainment software
– Added multiple modules using said framework
- Apr2012–Jun2012 **Intern, Texas Instruments Inc., Bangalore.**
Interned in Automotive Infotainment division for 3 months
◦ Debugged UART communication issues between a radioboard and host.
◦ Automated building of automotive infotainment software.

Education

- 2015–current **M.S. in Game Design and Development, Rochester Institute of Technology, Rochester, NY, 4.00 CGPA.**
- 2009–2013 **B.Tech in Computer Science and Engineering, National Institute of Technology, Calicut, India.**

Projects

- Nov2015–May2016 **Pixalto.**
◦ Designer and programmer for a 2D sidescroller using the concepts of procedural rhetoric and meaningful play to explore aggression, pacifism and a balanced approach.
- Sep2015–Dec2015 **Kiora.**
◦ Designer and producer for a 2D sidescroller featuring a mermaid who ventures to the depths of hell in order to save her people.
- Jan2016–May2016 **AI SpaceGame.**
◦ Implemented firing AI for spaceships in a sandbox environment using naive Bayesian Classifier.
- Jan2016 **Addicted, www.globalgamejam.org/2016/games/addicted.**
◦ Programmer for a beat 'em up style dungeon crawler about fighting anthropomorphized addictions.