Stein Astor Fernandez

Skills

Languages	C, JavaScript, C#, Bash,HTML+CSS
Gamedev	Game Design, Level Design, Game Balance
Engines	Unity, Unreal Engine
Tools	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 and updated server to handle user management and granular file sharing for Gibber backend.
- Currently redesigning website frontend using ReactJS and Semantic UI.

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**.
- Designed and programmed a 2D sidescroller using the concepts of procedural rhetoric and meaningful play to explore aggression, pacifism and a balanced approach.

Aug2016-May2017 — **Gloom Box**.
- Worked as Programmer and Lead Designer on a 2D puzzle-platformer themed around changing the environment through music.

Sep2015-Dec2015 — **Kiora**.
- Designed and produced a 2D sidescroller featuring a mermaid who ventures to the depths of hell in order to save her people.

Aug2016-Dec2016 — **Chaotic Oscillators for Generative 3D Art**.
- Developed an interactive artwork that aims to generate three-dimensional non-patterns within a web browser using nonlinear ODEs that represent a Chua oscillator.

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