

Stephen Rubio

stephenrubio.com

EDUCATION

BA Computer Science & Education – Fordham University,
New York, NY

2012 - 2016

St. Louis University High School, St. Louis, MO

2008 - 2012

EXPERIENCE

FormFast, St. Louis, MO — *Software Engineer*

September 2016-Present

Supported, maintained and developed C# and .NET code.

Elemodo, St. Louis, MO — *Contract Web Developer*

Summer 2016

Helped build modules of brainwellnessalliance.com.

iD Tech, St. Louis, MO — *Instructor*

Summer 2015

Designed and taught courses on Unreal and Source Engines.

Answers.com, St. Louis, MO — *Software Developer Intern*

Summer 2014

Wrote back and front-end website code using PHP, JavaScript and HTML.

Sony DADC, Marina Del Rey, CA — *Java Development Intern*

Summer 2012

Wrote website for interacting with database using Java and SQL.

Fordham University IT, New York, NY — *Multiple Positions*

August 2012 - May 2016

Assisted faculty and students with technology problems, presented to students on emerging technologies, trained and managed other students.

St. Louis University High School, St. Louis, MO — *Teaching Assistant*

Summer '11, '12, '13

Designed and taught lessons for an Intro CS class, tutored students.

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LANGUAGES/TECHNOLOGIES

Java, C#, C++, PHP,
JavaScript/JQuery, HTML,
Python, SQL, Git/Bash, desktop
computer construction

Creative Portfolio

stephenrubio.com/portfolio

A portfolio of games I have
developed.

SO WE BECAME ARTISTS

blog.stephenrubio.com

A wordpress site where I post
regular pieces about game design
and analysis.

REFERENCES

Available upon request