

Stephen Rubio

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EXPERIENCE

International Headquarters, Los Angeles, CA — *Unreal Engine Developer*
May '18 - Present

I work as the lead programmer on two, unannounced VR games in the Unreal Engine, using C++ and Blueprint Visual Scripting. I shipped Zipliner VR in September as lead programmer.

FormFast, St. Louis, MO — *Software Engineer*
SEP '16 - FEB '18

Worked on a multidisciplinary team to develop, maintain & test our healthcare automation & digital form platform using C#, .NET, & Jenkins.

Elemodo, St. Louis, MO — *Contract Web Developer*
May - Sep '16

Built Brain Exercises & Journaling modules of brainwellnessalliance.com

iD Tech, St. Louis, MO — *Instructor*
May - Sep '15

Designed/taught courses on Unreal/Unity Engines to high school students.

Answers.com, St. Louis, MO — *Developer Intern*
May - Aug '14

Participated in the back-/front-end redesign of Answers.com website.

Sony DADC, Marina Del Rey, CA — *Java Intern*
Summer 2012

Created website for managing company database using Java and SQL.

Fordham IT, New York, NY — *User Support Technician*
Aug '12 - May '16

Solved faculty technology problems, lead seminars, trained/managed students.

SHIPPED GAMES

Zipliner VR

Released: October 2018

A VR game made in the Unreal Engine using Blueprint Visual Scripting system. Worked as lead programmer at International Headquarters. Wrote zipline movement system, set up full-body IK system, optimized for performance and assisted in design work.

Derelect 54 VR

Released: April 2018

A sci-fi adventure game made in Unreal Engine 4 using blueprint visual scripting. Includes a VR port and redesign for the HTC Vive. [Link](#)

Eventide

Released: November 2017

A first-person, parkour-influenced platformer made in Unreal Engine 4. Movement system built from scratch using Unreal Blueprints and C++. [Link](#)

EDUCATION

Fordham University, New York - *Computer Science & Education*
2012 - 2016

Built individualized major, VP/treasurer of Computer Science Society, ran school-hosted Hackathons.

TECHNOLOGIES

C++ - 3 Years

C# - 2 Years

Java - 2 Years

Unreal Engine - 2 years

Unreal Engine Blueprints, Jenkins, HTC Vive VR, Creation Kit, Papyrus (Scripting Language), Git, Unity Engine, Source Engine, OpenGL

PORTFOLIO

stephenrubio.com/portfolio

A portfolio of games I have developed using Unreal, Source, and Twine, including adventure games, a multiplayer shooter, and a 3D platformer.

GAME ANALYSIS BLOG

blog.stephenrubio.com

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

REFERENCES

Available upon request