

# Stephen Rubio

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## EXPERIENCE

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

SEP '16 – FEB '18

Worked on a team to develop, maintain and support our health care automation and digital form platform using C# and .NET.

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

May – Sep '16

Built Brain Exercises & Journaling modules of [brainwellnessalliance.com](http://brainwellnessalliance.com)

### **iD Tech**, St. Louis, MO — *Instructor*

May – Sep '15

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

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

May – Aug '14

Assisted in back- and 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

Assisted faculty and students with technology problems, lead seminars on emerging technologies, trained and managed other students.

### **St. Louis University High School**, St. Louis, MO — *TA*

Summer '09 - '12

Designed and taught an Intro to Computer Science class under the guidance of another teacher, tutored individual students.

## GAME PROJECTS

### **Derelict 54 VR**

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

### **Eventide**

A first-person, parkour influence platformer made in the Unreal Engine. Movement system built from scratch using Unreal Blueprints.

## EDUCATION

### **Fordham University**, New York - *Computer Science & Education*

2012 – 2016

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

## LANGUAGES/TECHNOLOGIES

C++ - 3 Years (College/Personal)

C# - 1.5 Years (Professional)

Java - 2 Years (College)

Unreal Engine (C++ and Blueprints), HTC Vive VR, Creation Kit, Papyrus (Scripting Language), Unity Engine, Source Engine

## CREATIVE PORTFOLIO

[stephenrubio.com/portfolio](http://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.

## SO WE BECAME ARTISTS

[blog.stephenrubio.com](http://blog.stephenrubio.com)

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

## REFERENCES

Available upon request