Stephen Rubio

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11923 La Cima Dr
La Mirada, CA 90638

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 suite using C# and .NET.

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

Built Brain Exercises and Journaling modules of brainwellnessalliance.com

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

Designed/taught courses on Unreal & Source 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.

SOLO GAME PROJECTS

Derelict 54
A 3D, sci-fi adventure game I made in the Unreal Engine using blueprint visual scripting. See my portfolio page for more information.

Eventide
A first-person, parkour-influence platformer made in the Unreal Engine. I built the first-person movement system from scratch using Unreal blueprints. See my portfolio page for more information.

EDUCATION

BA Computer Science & Education — Fordham University, NY   2012 – 2016

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

LANGUAGES/ TECHNOLOGIES

C++, C#, Java, Python

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

CREATIVE PORTFOLIO

stephenrubio.com/portfolio

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

SO WE BECAME ARTISTS

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

REFERENCES

Available upon request