

# Stephen Rubio

Los Angeles, California  
stephenrubio@protonmail.com

## EXPERIENCE

### **Big Red Button Ent.,** El Segundo, CA — *Senior Programmer*

Apr '19 - Present

Untitled Puzzle Horror Game [Canceled] – Unreal Engine / C++, PC/Console

-Worked closely with a team of artists and designers to create an action-adventure puzzle game based on a major IP

-Overhauled animation system to better support synced animations

-Converted project from Unreal Blueprints to C++

-Designed enemy AI system

Untitled Geolocation-Based RPG [Canceled] – Unity Engine / C#, iOS/Android

-Based on major IP

-Implemented audio system based on Wwise

-Created modular system for player abilities to allow easy expansion

-Worked with designers and other programmers to implement/balance low-level combat

### **Panogramma,** Los Angeles, CA — *Game Programmer*

Jan '19 – Apr '19

Programming lead on 7 Miracles (shipped April 2019), the first feature-length VR film.

Made in the Unity engine. Optimized 3D scenes with volumetric video, prototyped, implemented and debugged features for 3D scenes, tested on and added support for multiple VR Headsets, and ported to Android and iOS. See more [here](#).

### **Experius VR,** Culver City, CA — *Unreal Engineer*

Sep '18 – Feb '19

Programming lead on King Tut's Tomb VR experience. I prototyped gameplay systems based on feedback from designers, added support for multiple VR platforms, and designed a rudimentary swarm AI system.

### **International Headquarters,** Los Angeles, CA — *Unreal Engine Developer*

June '18 – Sep '18

Lead Programmer on Zipliner VR and Skydiver VR, in the Unreal Engine, using C++ and Blueprint Visual Scripting.

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

Sep '16 – Feb '18

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

## EDUCATION

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

2012 – 2016

## TECHNOLOGIES

C++ - 4 Years

C# - 4 Years

Java - 2 Years

Unreal Engine – 3 years

Unity Engine - 2 years

Unreal Blueprints, HTC Vive VR, Creation Kit, Papyrus, Git, SVN, Perforce, Source Engine

## REFERENCES

Jeff Lander – Big Red Button Ent.

Christian Laursen – Panogramma

Brandon Petty - FormFast