Stephen Rubio

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La Mirada, CA 90638

EXPERIENCE

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

September 2016 – February 2018

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 – September 2016

Built Brain Exercises and Journaling modules of brainwellnessalliance.com

iD Tech, St. Louis, MO — *Instructor*

May – September 2015

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

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

May – August 2014

Assisted in back- and front-end redesign of Answers.com website.

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

Summer 2012

Created website for managing company database using Java and SQL.

Fordham University IT, New York, NY — *User Support Technician*

August 2012 – May 2016

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

St. Louis University High School, St. Louis, MO — *Teacher's Assistant*

Summer '09, '10, '11', '12

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

EDUCATION

BA Computer Science & Education — Fordham University, NY

2012 – 2016

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

LANGUAGES/TECHNOLOGIES

C#, Java, C++, Python

Unreal Engine, Unity Engine, Creation Kit, Source Engine, Papyrus (Scripting Language)

CREATIVE PORTFOLIO

stephenrubio.com/portfolio
A portfolio of games I have developed using the Unreal Engine, including adventure games, multiplayer shooters, and platformers.

SO WE BECAME ARTISTS

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

REFERENCES

Available upon request