

# Stephen Rubio

Los Angeles, California  
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## EXPERIENCE

**Experius VR**, Culver City, CA — *Unreal Engineer*  
Sep '18 - Present

I work on a team of artists, designers and programmers on an unannounced VR project in the Unreal Engine. I build out gameplay features and improve them based on feedback from designers.

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

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

**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](http://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.

## GAMES WORKED ON

**Zipliner VR**, International Headquarters

Completed: September 2018

A VR game made in the UE4 using blueprints. Worked as lead programmer, wrote zipline movement and full-body IK system, optimized for performance and assisted in design work.

**Derelect 54 VR**, Self-Published

Completed: April 2018

A VR adventure game made in UE4 using blueprints for the HTC Vive. [Link](#)

**Eventide**, Self-Published

Completed: November 2017

A first-person platformer made in UE4. Movement system built using Blueprints and C++. [Link](#)

## EDUCATION

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

Built individualized major, VP/treasurer of Computer Science Society, 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](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.

## GAME ANALYSIS BLOG

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

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

## REFERENCES

Available upon request