

# Stephen Rubio

11923 La Cima Dr  
La Mirada, CA 90638  
(314)-484-5513  
[stephenrubio@protonmail.com](mailto:stephenrubio@protonmail.com)

## GAMES

### **Derelict 54 VR**

Released: April 2018

A sci-fi adventure game I made in Unreal Engine 4 using blueprint visual scripting. Includes a VR port and redesign for the HTC Vive. [Link](#)

### **Eventide**

Released: November 2017

A first-person, parkour-influenced platformer I made in the Unreal Engine. Movement system built from scratch using Unreal Blueprints and C++. [Link](#)

## EXPERIENCE

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

May '18 - Present

I work with other Unreal Engine programmers to create conventional and VR games 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.

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

Aug '12 – May '16

Solved faculty technology problems, lead seminars, trained/managed students.

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

Summer '09 - '12

Designed/taught Intro CS class, tutored individual students.

## EDUCATION

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

2012 – 2016

Built individualized major, VP/treasurer of Computer Science Society, ran school-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