

Stephen Rubio

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EXPERIENCE

FormFast, St. Louis, MO — Software Engineer

SEP '16 – FEB '18

Worked on a team to develop, maintain and create tests for our health care automation and digital form platform using C#, .NET, and Jenkins.

Elemodo, St. Louis, MO — Contract Web Developer

May – Sep '16

Built Brain Exercises & Journaling modules of brainwellnessalliance.com

iD Tech, St. Louis, MO — Instructor

May – Sep '15

Designed/taught courses on Unreal, Source and Unity 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.

GAME PROJECTS

Derelict 54 VR

A sci-fi adventure game made in Unreal Engine 4 using blueprint visual scripting. Includes a VR port and redesign for the HTC Vive.

Eventide

A first-person, parkour influence platformer made in the Unreal Engine. Movement system built from scratch using Unreal Blueprints.

EDUCATION

Fordham University, New York - Computer Science & Education

2012 – 2016

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

LANGUAGES/TECHNOLOGIES

C++ - 3 Years (College/Personal)

C# - 1.5 Years (Professional)

Java - 2 Years (College/Professional)

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

CREATIVE PORTFOLIO

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

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

REFERENCES

Available upon request