Stephen Schroeder

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GOAL

To obtain a challenging game development position in the Triangle area.

SKILLS

Languages: C#, C++, SQL, Java ***Tools:*** Unity, Visual Studio ***Source Control:*** Subversion, Git

QUALIFICATIONS

Professional

- Developed medical x-ray device interface for Konica Minolta in Visual Studio, meeting proposed prototype features by their deadlines. Responsible for marshalling C/C++ APIs into C#. Extended legacy code base to include new features. Worked closely with support teams to gather user requirements and suggest useful simple, and intuitive operations.
- Completed 2 serious games as a team lead for the Lebanese immigration exhibit "Cedars in the Pins" in the North Carolina Museum of History. "Journeys" was developed in Objective C and used an iPad touch interface while "Being" was developed in C# .Net using the Microsoft Kinect in a style similar to *Just Dance*, where players must mimic on-screen dancers.
- Developed a 3D soldier equipment outfitting program for the U.S. Department of Defense in C# .Net framework 4.0 using WPF 3D in the MVVM foundation with Visual Studio. Simulated different equipment load-outs in 3D. Implemented real-time drawing on 3D surfaces to analyze patterns in equipment and armor failure. Collaborated in designing an MSSQL server database.

Academic

- Masters of Computer Science *North Carolina State University,* Raleigh, NC (2014)
  - Courses included Machine Learning, Object Oriented Programming, Serious Games, Artificial Intelligence, Human-Computer Interaction, Algorithms, and Computer Graphics.
  - Developed a ray-tracing program for Computer Graphics
  - Led several teams in Object Oriented Programming through the implementation of OOP patterns in software development
- Bachelor of Science double major in Computer Science and Biology *University of Mary Washington,* Fredericksburg, VA (2011)

HOBBIES

- Providing code, art, and design for self-made games. Features include custom 2-D collision, implementing matrix transforms, sustainable interface architecture, and self-taught 3D and 2D art.
- Developing a strategy card game based on simultaneous play. Lead a collaboration of artists.