

# STEPHEN FROMBACH

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## OBJECTIVE

Seeking a full time job in the field of game design starting in the summer or fall of 2021.

## EDUCATION

Aug. 2017 to May 2021  
2021  
2021  
Rensselaer Polytechnic Institute  
BS: Games and Simulation Arts and Sciences  
BS: Computer Science  
GPA: 3.73

## SKILLS

LANGUAGES C++, C#, C, JavaScript, Python, Java  
GAME ENGINES Unity, Unreal Engine 4, Phaser, Flash Develop, Tiled Map Editor  
DIGITAL ART EDITORS Photoshop CC 2017, Blender, DazStudio 3D  
OTHER Git, Github

## RELEVANT COURSEWORK AND PROJECTS

Sept. 2019 to Dec. 2019  
Experimental Game Design ·  
Using knowledge of Unity to create an original, experimental game over four months. Created a short VR game with no visuals, relying solely on haptic and audio feedback, so that players without sight could still enjoy the game.  
Working in a small team of 6 to develop one large VR game for the HTC Vive. Roles were programming, level design, combat, movement, and game design, with a focus on player interaction with the VR hardware.

Jan. 2019 to May 2019  
Game Development 2 ·  
Using knowledge of Unity software to create one large game over five months with original programming and art. Created a short, third-person shooter where the player can possess and control any enemy they encounter.  
Working in a small team of 6 to complete one large project. Focused mainly on project management, programming, with a focus on player/camera movement, level design, combat, and player-world interaction.

Aug. 2018 to Dec. 2018  
Game Development 1 ·  
Working with and building knowledge of software such as Unity, Unreal Engine 4, Phaser, Flash Develop, and Tiled Map Editor to create games.  
Working in small teams of six to complete 4 two-week projects, with each project being made with a different group in a different engine. Focused mainly on programming, usually focusing on player movement/interaction and background systems.

## EMPLOYMENT

Jan. 2020 to June 2020  
CureQuest: a Learning Game for Clinical Translational Therapeutics for the MSHS Translational Science Hub ·  
Programmer/Designer · Rensselaer Polytechnic Institute  
Debugged several different programs and scenes, updating and connecting old code so that it functioned as intended. Worked as a level designer and programmer for newer scenes. Using Unity 2018.4.11f1 in C#.

Jan. 2019 to Jan. 2020  
The Lakshmi Research Group at Rensselaer · Systems Manager · Rensselaer Polytechnic Institute  
Managed the computer systems (website and server) of a biochemical laboratory run by Dr. K.V. Lakshmi. Involved backing up test and research data, updating the research group's website, and keeping the computers in the laboratory running properly.

June 2018 to Aug. 2018  
Lowe's Home Improvement · Lumberton, NJ 08048  
Gained experience with individual interactions with customers. Main role was interacting with customers to help them find and load the product they required.

## ACTIVITIES AND LEADERSHIP POSITIONS

2017 to Current  
Lambda Chapter of the Delta Phi Fraternity  
Served as the Treasurer for the chapter, creating, enforcing, and maintaining the budget as well as organizing several events that fell under the duties of treasurer  
Served as a member of the chapter's Executive Board

2017 to 2019  
Interfraternity Council (IFC)  
Worked as a delegate representing the Delta Phi Fraternity within the IFC, voting on and debating important issues in Greek life  
Worked with the Bylaws subcommittee, drafting, establishing, and revising the bylaws of the IFC

## AWARDS

2020 Gamefest · Innovation Award Finalist  
2018 Rensselaer Polytechnic Institute · Dean's Honor List  
2017 Rensselaer Polytechnic Institute · Rensselaer Medal for Mathematics and Science  
2017 National Merit Scholarship Corporation · National Merit Scholar