

Stephen T. Rogers

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OBJECTIVE

Game or Level Design position where skills and four-year game design education will contribute to creating excellent games.

EDUCATION

Champlain College Aug. 2006-May 2010

Bachelor of Science Degree in Electronic Game Design

- GPA of 3.589
- 63 credit-hours of liberal-arts courses
- 52 credit-hours of Game Development courses in a school studio environment
- Hundreds of hours spent outside the classroom on game production courses

GAME DEVELOPMENT PROJECTS

Lazulin: September 2009-May 2010 –Champlain College

- 2D sidescrolling platformer in a 3D space, built in Unity3D
- Players explore an abandoned city in the sky on a pair of solar-powered wings; must manage Solar Power to fly and find artifacts in the ruins
- Completed with a team of thirteen core members

My Role: Lead Designer, Level Designer, Level Scripter

ClockWork: January 2009-April 2009 –Champlain College

- 3rd Person 3D platformer built in the Unreal Tournament 3 Editor
- Player must repair a ruined clock tower, navigate moving gears and other parts of the clock to ascend to the top and repair the clock's face
- Created with a seven-person team in fifteen weeks

My Role: Lead Designer, Level Designer, Lead Programmer

Khemia: September 2009-May 2010 –Hoozinga Game Media

- Target-shooting game designed to help distract players from smoking cravings
- Included software helps players track their smoking habits
- Web game created in Unity3D

My Role: Level Designer, UI Developer, Primary QA Tester

WORK HISTORY

QA Tester: August 2010-Present

Turbine/WB Games (via VOLT 8/10-12/10)

- Part of the QA Team for **Dungeons & Dragons Online**
- Investigated bugs and gameplay issues in an MMO environment
- Specialized in version testing and content testplan writing

Game Designer, Game Developer, QA Tester: September 2009-May 2010

Hoozinga Game Media, Burlington, VT

- Designed levels and was involved in overall design decision-making
- Collaborated with programmers, artists and networkers
- Tested games, found critical errors and helped to find solutions
- Gained additional experience in Unity3D

Park Ranger Summer 2008

US National Park Service: Castillo de San Marcos, St. Augustine, FL

- Engaged with customers about the park, its history and customer feedback
- Exercised strong public speaking skills

TECHNICAL SKILLS

Proficient In:

- Unreal 3 Editor/UDK, Kismet
- Unity3D
- Multimedia Fusion 2
- Photoshop
- Documentation for Game Design and Development
- Rapid Prototyping
- Bug tracking with TestTrack Pro
- Version Control including Subversion, Git, and Perforce

Familiar With:

- Scripting, experience in Javascript, Lua
- Flash and ActionScript
- Torque Game Engine Advance
- Maya
- Sound Creation/Editing Software
- Illustrator

PROFESSIONAL SKILLS

- Proven history of leadership
- Strong experience in working in teams
- Learn new skills quickly
- Effective Public Speaker
- Problem-solver
- Consistently meets deadlines
- Flexible, always open to change

RELEVANT COURSEWORK

- Player-Driven Game Design
- Conceptual Game Design
- Game Engines
- Advanced Seminar in Game Design
- Level Design
- Game Production I & II
- Senior Team Project in Game Development

LANGUAGE SKILLS

- Basic knowledge of Spanish language
- Basic knowledge of Japanese language

ADDITIONAL EXPERIENCES

- Attended GDC 2010 in San Francisco, CA
- Attended Montreal International Game Summit: 2008, 2009
- Volunteered at KOKOROMI's GAMMA 3D event in Montreal, QC: November 2008
- Involved in Community Service through Habitat for Humanity, volunteering, acting