

KATHERINE STEIN

(585) 309-3015

kms2096@g.rit.edu

<https://kms2096.github.io/ks-portfolio/>

SKILLS & ABILITIES

Programming: C# (3 yrs.), C (1 yr.), C++ (2 yrs.), Python (0.5 yr.), Java (1 yr.), HLSL (1 yr.), JavaScript (1 yr.), HTML (1 yr.), CSS (1 yr.), Blueprints proficiency (1.5 yr.)

Game Engines: Unity (3 yrs.), Unreal Engine 4/5 (1.5 yrs.), MonoGame (0.5 yr.), Godot (0.5 yr.)

Software: Perforce, Jira, Confluence, Slack, Maya, *NIX, Adobe Suite

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER, NY - B.S. GAME DESIGN AND DEVELOPMENT
Certificate: Leading High Performance Teams Certificate

WORK HISTORY

STUDENT RESEARCHER, ROCHESTER, NY

January 2024 – Present

- Assisted in building an AI framework for interactive story experience management
- Designed and built a Python parser for PDDL files

SOMETHING WICKED GAMES, ROCKVILLE, MD

June 2023 – August 2023

- Worked on a large team communicating using Perforce, Jira, Confluence, and Slack
- Utilized Unreal Engine 5 and employed a combination of C++, blueprints, and UMG to create widgets
- Provided gameplay demonstrations, recordings and write ups of glitches, and feedback to other developers

PROJECTS

DIRECTX RENDERING ENGINE – VISUAL STUDIO

August 2023 – December 2023

- Built a DirectX rendering engine using Win32 API, HLSL, and C++ capable of 2D and 3D graphics
- Implemented GUI, multiple cameras, a lighting system, and textures
- Added skybox generation, normal and shadow mapping capabilities

HIGH NOON – UNITY

September 2022 - October 2022

- Solo project with custom physics and collision system utilizing Unity's canvas, animation, and new input system
- Encountered and solved physics and collision bugs employing Visual Studio breakpoints