

# KATHERINE STEIN

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

## SKILLS & ABILITIES

Programming: C++, C, C#, Python, HLSL, Java, JavaScript, HTML, CSS, Blueprints proficiency

Game Engines: Proprietary Diablo IV Engine, Unity, Unreal Engine 4/5, MonoGame, Godot

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

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## EDUCATION

**ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER, NY - B.S. GAME DESIGN AND DEVELOPMENT**

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## WORK HISTORY

### **ACTIVISION BLIZZARD, ALBANY, NY**

June 2024 – Present

- Worked on engine team to create new and upgrade existing UI features used in Diablo IV's engine utilizing C++
- Created technical documentation for new features
- Worked with designers to add support for new design elements

### **STUDENT RESEARCHER, ROCHESTER, NY**

January 2024 – May 2024

- Assisted in building an AI framework for interactive story experience management
- Designed and built Python parsers for PDDL files containing nested objects

### **SOMETHING WICKED GAMES, REMOTE**

June 2023 – August 2023

- Worked on a large remote team using Perforce, Jira, and Confluence
- 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

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## PROJECTS

### **DIRECTX RENDERING ENGINE – VISUAL STUDIO**

August 2023 – December 2023

- Built a DirectX rendering engine using Win32 API, HLSL, and C++
- Implemented GUI, multiple cameras, a lighting system, normal mapping, and textures

### **HIGH NOON – UNITY**

September 2022 - October 2022

- Solo project with custom physics and collision system utilizing Unity's canvas, animation, and new input system