



sbaeringer.com

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Steven Baeringer - Technical Designer

(954)-205-0579

Skills

- **Technical** - C#, C++, Blueprint, Java, JavaScript, ActionScript
- **Level Design** - World building, scripting, documentation
- **Art** - Particle effects, hard surface modeling, UV unwrapping, texturing

Proficiencies

- **Engines** - Unity 5, Unreal Engine 4
 - **3D Modelling** - Maya, ZBrush
 - **Texturing** - Substance Painter, Photoshop
 - **Version Control** - GitHub, Tortoise SVN, Unity Collaborate
 - **Production** - Hack N Plan, Scrum, Agile, Knowledge of JIRA, Kanban, Gantt, Backlogs
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Individual Projects

Undisturbed - Unreal Engine 4

Spring 2018

Undisturbed is an asymmetrical third person combat prototype between a Wyvern 7 weeks
and a Warrior.

Boss Arena - Two custom player controllers in split screen combat

Single and Multiplayer Racquetball standalone version made in two days for internship test

Team Experience

Virtual Battlegrounds - CyberDream - Unity 2017

Summer 2018

Intern Programmer at CyberDream, a VR focused game studio

10 weeks

Realistic virtual reality multiplayer shooter based on the "Battle Royale" trend.

Responsibilities:

Implemented physics based controls for player systems including interactive doors.

Squashed bugs and refactored game systems like players spawning outside of Helicopters.

Awakening - Unreal Engine 4

Fall 2017

Creative Director, Level Designer, Programmer

15 weeks

First person survival horror game on Mars.

Responsibilities:

Learn how to make a horror game by studying contemporary examples.

Review tech and art leads' submissions for compliance with game vision.

Level design, scripted events, sound, lighting, cutscenes, and Player Controller polish.

Star Struck - Unity 5

Summer 2017

Tech Lead

13 weeks

Infinite runner with unique mass system and control scheme

Responsibilities:

Player Controller, collision events, programming power ups, hazards, sound, UI, gameplay.

Handle input for mouse, keyboard, gamepad, and touchscreen for mobile port.

Education

University of Central Florida

Major: Digital Media: Game Design

December 2017