



sbaeringer.com

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Steven Baeringer - Technical Designer

(954)-205-0579

Skills

- **Technical** - C# (4y), C++ (1y), Blueprint (1y), JavaScript (<1y), Python (<1y), SQLite (<1y)
- **Design** - Game Design, Level Design, Scripting, Documentation

Proficiencies

- **Software** - Unity, Unreal Engine 4, Maya, Adobe Suite
 - **Version Control** - GitHub, Tortoise SVN, Plastic, Unity Collaborate, Perforce
 - **Production** - JIRA, TestRail, Scrum, Agile, Kanban
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Professional Experience

DiSTI - Software Engineer

July 2019 - May 2021

Info: <https://disti.com/>

Responsibilities:

- Worked with an existing framework (VE Studio) to author training lessons for clients.
- Coordinated with a team of 20+ Software Engineers to quickly scale up production.
- Automated script generation using SQLite and Python.
- Created Unity Tools for mass implementation of events for UI, and reference setting for database objects.

Magic Leap - Test Engineer Unity SDK

July 2018 - April 2020

Info: <https://developer.magicleap.com/en-us/learn/guides/design-why-magic-leap>

Responsibilities:

- Test Engineer:
 - Created and maintained integration tests in Unity for 30+ Magic Leap API's.
 - Focused on making integration testing as efficient as possible with a UI/UX that offered runtime configuration, result logging, and visualization of data.
 - QA (white box):
 - Created, updated, and executed test cases in TestRail based on acceptance criteria agreed upon by Product Owner, Developers and QA.
 - Identified defects, triaged whether root caused in app, Unity SDK, C-API, or System, and created JIRA tickets.
 - Communicated closely with the Unity SDK developers, Unity as a third party, Unreal QA, C-API QA, and other departments to reduce duplicate work.
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Team Experience

Virtual Battlegrounds - CyberDream - Unity 2017

Summer 2018

Intern Programmer at CyberDream, for a multiplayer VR Battle Royale

10 weeks

Responsibilities:

Implemented physics based gameplay systems, squashed bugs, and refactored code.

Education

University of Central Florida

Major: Digital Media: Game Design

December 2017

For individual/group projects, visit my website <http://sbaeringer.com/>