

Stefani Taskas

Programmer

stefanitaskas@gmail.com • 248-444-3752 • stefanitaskas.com

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA Expected May 2021

- Masters of Entertainment Technology
- Relevant Coursework: Game Design, Building Virtual Worlds, ETC Fundamentals, Improvisational Acting I & II, Visual Storytelling

Michigan State University, College of Engineering, Honors College May 2019

- Bachelor of Science in Computer Science, Minor in Game Design and Development
- Relevant Coursework: Game Design Capstone, Computer Science Capstone, Game Design Studio, Game Design and Development I & II, Algorithm Engineering, Introduction to AI, Biometrics, Computer Graphics, Computer Networks, Operating Systems, Special Topics-Virtual Reality, Calculus 1 & 2, Multivariable Calculus, Probability & Statistics

SKILLS

Software and Systems: Proficient in C++, C#, C, Python, MATLAB/Simulink, Unity, Unreal Engine, Git, Perforce, and Microsoft Works and Office. Knowledgeable in Adobe Photoshop and Adobe Illustrator.

Hardware: HTC Vive, Jam-O-Drum, Magic Leap, Makey Makey, Valve Index.

Languages: English (native), Greek (fluent in speaking, reading; advanced in writing), French (basic).

PROFESSIONAL EXPERIENCES

Product Development Intern - Ford Motor Company May-August 2019

Electrical and Electronic Systems Engineering, Allen Park, MI

- Developed a tool that parses RTA debug logs into a readable format.
- Worked in an agile development environment.

Research Assistant – Media and Information Research Laboratory September 2018-May 2019

Dr. Rabindra Ratan, East Lansing, MI

- Designed and programmed a narrative-driven empathy inducing game using Ren'Py.
- Developed a virtual reality environment for a study on avatar embodiment and campus culture.

Product Development Intern - Ford Motor Company May-July 2018

Central Software, Dearborn, MI

- Automated shared memory between Unreal Engine and MATLAB Simulink.
- Designed and developed a heads-up display for Unreal Engine simulations testing vehicle sensors.
- Worked in an agile development environment with daily standups and bi-weekly sprints.

Professorial Assistant - iVerse Laboratory August 2015-May 2018

Dr. Taiwoo Park, East Lansing, MI

- Programmed and designed a virtual reality escape room game called *Trapped*.
- Presented research on player reactions in virtual reality at an undergraduate research forum (UURAF).
- Presented an MMORPG prototype at an undergraduate research forum (UURAF) along with research.

RELEVANT PROJECTS

- **DTOX, Games for Change** (Programmer, Spring 2020) - Developing a transformational experience exploring online toxicity and potential solutions to foster positive online communities. This experience is being created to be presented at the Games for Change Festival in July 2020.
- **Building Virtual Worlds** (Programmer, Fall 2019)
 - Worked in five-person teams for one to three weeks to create interactive entertainment experiences.
 - Utilized HTC Vive, Jam-O-Drum, Magic Leap, Valve Index, and other non-traditional platforms.
 - Communicated with artists and designers to programmatically implement the team's creative vision.
- **Scarf Cats** (Programmer, Game Design Capstone, Fall 2019) - Programmed a co-op puzzle adventure game.
- **Lika** (Programmer, Game Design Studio, Fall 2018) - Programmed a 2D side scrolling mobile game where the user moves leaves using a vector field while avoiding obstacles and interacting with mini-puzzles such as windmills.
- **Spectrum Health Virtual Reality Experience** (Programmer & Designer, Computer Science Capstone, Fall 2018) - Developed a website with 360° images of hospital rooms that can be viewed using a virtual reality headset.
- **MyLearningPal** (Programmer & Designer, SpartaHack 2017) - Developed a color and shape matching game.