Stefani Taskas

Programmer

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EDUCATION

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

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, Algorithm Engineering, Introduction to AI, Biometrics, Computer Graphics, Computer Networks, Building Virtual Worlds, Intro to Maya, Digital 3D Sculpting

SKILLS

Programming Languages: Proficient in C#, C++, C, Python, and MATLAB.

Software and Hardware: Proficient in Unity, Unreal Engine, Perforce, Git, MATLAB/Simulink, HTC Vive, Magic Leap, Phidgets, and Valve Index. Knowledgeable in Adobe Photoshop, Adobe Illustrator, Autodesk Maya, and ZBrush.

PROFESSIONAL EXPERIENCES

Automation Software Engineer - Electronic Arts May-August 2020, June 2021-Current
Tiburon Quality Validation Engineering; Orlando, FL
- Created and debugged automated cross-platform tests for EA Sports titles, including on Stadia and next-gen consoles.
- Followed the team's processes, from getting a ticket to code review and merging. Made a process guide for new hires.
- Communicated with QA and gameplay developers to ensure alignment between teams.
- Leading the design and development of an initiative to store screen names and script actions, and their relationships.

Head Tech Teaching Assistant - Building Virtual Worlds August-December 2020
Dave Culyba, Carnegie Mellon University; Pittsburgh, PA
- Assisted with converting the class to an online format, primarily focused on platforms and playtesting.
- Ran workshops and provided tutorials for the class based around platforms they were making games on and Unity3D.
- Assisted students by playtesting their projects and providing additional guidance outside of class hours.

Product Development Intern - Ford Motor Company May-July 2018, May-August 2019
Central Software; Dearborn, MI
Electrical and Electronic Systems Engineering; Allen Park, MI
- Automated shared memory between Unreal Engine and MATLAB Simulink.
- Designed and developed a heads-up display for Unreal Engine simulations testing vehicle sensors.
- Developed a tool that parses RTA debug logs into a readable format.
- Worked in an agile development environment with daily standups and bi-weekly sprints.

Research Assistant - SPARTIE Lab September 2018-May 2019
Dr. Rabindra Ratan; East Lansing, MI
- Developed a virtual reality environment for a study on avatar embodiment and campus culture.
- Designed and programmed a narrative-driven empathy inducing game using Ren'Py.

RELEVANT PROJECTS

- **VESP** (Programmer, Spring 2021) - Shader programmer for an edutainment experience that brings real animal senses to people through VR. The shaders are programmed using HLSL in Unity3D.
- **ProtoChamp** (Programmer, Fall 2020) - Designed and developed an exergaming experience for college-aged people stuck inside during the pandemic using an under-the-desk bike pedal and a webcam.
- **DTOX, Games for Change** (Programmer, Spring 2020) - Created a transformational experience exploring online toxicity and potential solutions to foster positive online communities. Presented at the G4C Festival in July 2020.
- **Scarf Cats** (Lead Programmer, Game Design Capstone, Fall 2019) - Programmed a co-op puzzle adventure game where the players use a scarf connecting them to solve puzzles.
- **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.