

# Stefani Taskas

## Game Programmer

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### SKILLS

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**Programming Languages:** C#, C++, C, and Python.

**Software and Hardware:** Unity, Unreal Engine, Perforce, Git, HTC Vive, Valve Index, Oculus Rift/Quest, Magic Leap, Phidgets, Adobe Photoshop, Adobe Illustrator, Autodesk Maya, and ZBrush.

### PROFESSIONAL EXPERIENCES

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#### Game Developer - Simcoach Games

June 2022-February 2024

*Pittsburgh, PA*

- Prototyped and developed educational, medical, and skill-oriented games and experiences on interdisciplinary teams.
- Utilized various platforms - such as VR, mobile, console, and PC - to best reach project goals.
- Collaborated with subject matter experts and playtested with target audiences to iterate on prototypes.

#### Automation Software Engineer - Electronic Arts

May-August 2020, June 2021-June 2022

*Tiburón 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.
- Led 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.
- Taught and developed workshop curriculum on Unity and VR platforms for incoming graduate students.
- 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.

### EDUCATIONAL PROJECTS

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- **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.

### EDUCATION

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#### Carnegie Mellon University, Entertainment Technology Center (ETC)

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