

Stefani Taskas

Game Programmer

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SKILLS

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

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

PROFESSIONAL EXPERIENCES

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.
- 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.

SHIPPED GAMES

- **Simcoach Games:** On Register (iOS, Android), Cash Skills Collection (iOS, Android)
- **Electronic Arts:** Madden NFL 23 (PS4, PS5, Xbox One, Xbox X|S, PC), EA Sports PGA Tour (PS5, Xbox X|S, PC)

EDUCATIONAL 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.

EDUCATION

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