Stephen Docy

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Creative UI/UX programmer with experience prototyping and implementing UIs using a variety of tools across different types of games. Excellent in-person and online communication skills with both technical and non-technical team members, helping them seamlessly connect their features to the UI.

Technical Skills

- Figma
- C, C++
- Git, SVN

- Unreal/Blueprints, Unity/C#
- TCP, UDP, Node JS
- MySQL, Trello, Agile

Game Projects

September 2022 - April 2023

Inner Spark – Unreal Engine – UI/UX Designer and Programmer

A 3D top down turn based tactics game, in which you must defeat enemies and escape from a city plunged into darkness, with only the sparks and weapons you find along the way to help you.

- Designed a UI prototype using Figma, gathering feedback from team members and fixing issues before implementing the UI in the game.
- Implemented the UI in Unreal, creating all the needed functionality including a dynamic UI that appears around units when selected.
- Observed and ran playtests of the game to find and fix issues with the UI, reworking confusing or hard to use parts of the UI.

September 2021 - April 2022

Pinata Panic – Unreal Engine – Tech Lead, UI/UX and Gameplay Programmer

A 3D destruction based exploration game, in which you play a Pinata who must explore, collect candy, and cause chaos throughout a town, racking up points as you do so.

- As the technical lead I ensured that project requirements were completed on time and to spec, as well as resolving problems that were encountered such as source control conflicts.
- As a developer on the team I worked closely with our UI/UX designer to implement UI functionality using Unreal's UI Widgets and Blueprints.
- Picked up various gameplay tasks as needed, working on various systems from status effects to dialogue.

Experience

January 2023 - April 2023

DigiPen Institute of Technology – Des 260 UI/UX Design TA

- Worked closely with the Professor to answer any student questions during class.
- Gave feedback on student work as well as helping come up with alternative solutions to problems for them to consider testing to see if they work better for their use case.
- Graded student submissions, checking for alignment, correct use of color and font, as well as general layout and usability of UIs at various levels of fidelity.

Education

September 2019 - April 2023

Bachelor of Science (BS) in Computer Science and Game Design

DigiPen Institute of Technology, Redmond, WA.

Graduated in April 2023 with a 3.6 GPA.