(503)-896-6332
docystephen@gmail.com

Stephen Docy

docystephen.com
linkedin.com/in/stephen-a-docy

Technical Skills

- Figma
- Git, SVN
- Unreal/Blueprints, Unity/C#
- TCP, UDP, Node JS
- C, C++, Python
- Lua, MySQL, Trello, Agile

Game Projects

UI/UX Designer and Programmer – Underneath
July 2024 - Present

A 2D metroidvania platformer where you play a Racoon who needs to gather junk to sell to survive.

- Created 6 UI documents using Unity's UI builder, ensuring proper alignment. adjusting them to fit different resolutions and creating style sheets to ensure a consistent style across the UI.
- Programmed 8 C# scripts for the UI, including an inventory with drag and drop items, creating all needed functionality and testing the UI functionality with the rest of the game to fix any bugs found.
- Partnered with a team of 12 people spread across multiple time zones to coordinate on tasks, ensuring the UI matches the game designers' expectations and communicating art requirements to the artists.

Gameplay and UI/UX Programmer – Inner Spark
September 2022 - April 2023

A 3D top down turn-based tactics game with some rogue-like elements as you lead your team to survive.

- Collaborated with 6 other programmers to implement and maintain game mechanics ranging from weapon pickups to player movement, ensuring mechanics are bug free and easy to expand and build on.
- Implemented the UI in Unreal creating 8 UI widgets and their Blueprints, developing all needed functionality and ensuring other team members' can integrate their systems with the UI seamlessly.
- Observed and ran dozens of playtests of the game to find and fix issues with the UI and gameplay, increasing usability and creating a better player experience.

Gameplay Programmer and Tech Lead – Pinata Panic
eptember 2021 - April 2022

A 3D destruction-based exploration game where a Pinata must collect points through causing chaos.

- Led a team of 5 programmers by managing tasks and the distribution to ensure that project requirements met deadlines in a timely manner and according to required specifications.
- Created and expanded 3 major game systems including the dialogue and status effects systems, ensuring they had all needed functionality communicated by the designers and met submission requirements.
- Tackled gameplay related tasks from other programmers when needed to balance workload, continuing work where they left off and documenting my work to allow them to seamlessly understand my changes.

Professional Experience

UI/UX Design TA – DigiPen Institute of Technology
January 2023 - April 2023

- Collaborated closely with the Professor to teach the use of tools such as Figma to students.
- Communicated feedback on student work as well as aided in coming up with alternative solutions to problems and answering UI/UX related questions.
- 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

Bachelor of Science in Computer Science and Game Design
April 2023

DigiPen Institute of Technology, Redmond, WA.