

# Stefani Taskas

Programmer

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## EDUCATION

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**Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA** Expected 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

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**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

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**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.

**Automation Software Engineer Intern - Electronic Arts** May-August 2020  
*Tiburón Quality Validation Engineering; Orlando, FL*

- Created and debugged automated cross-platform tests for *Madden NFL 21*, 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.

**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*

- Designed and programmed a narrative-driven empathy inducing game using Ren'Py.
- Developed a virtual reality environment for a study on avatar embodiment and campus culture.

## RELEVANT 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.