

Stephen Yeager

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Skills

Advanced: C#, Unity 3D, Visual Studio, Perforce, Jira, LucidChart, Hockey App, Scrum

Intermediate: C++, Javascript, GitHub, MonoDevelop, WinForms, Parse

Experience

Tap Slots - Oct 2014 to Present

Led a new team in developing a mobile social slot game. Wrote the game's framework from scratch (math, evaluation, logic vs presentation split, base presentation, FTUE, saving/loading, simulation, etc). Trained coworkers in Unity and Perforce. Filled a missing manager position; interviewed candidates, created and assigned tasks, calculated deadlines, assisted the art department with their workflow and integrating art for a 3D engine, and participated in meetings with upper management while still fulfilling my original role. Took command of creating coding standards, engineering workflows, and architecture.

IGT - June 2013 to Oct 2014

Built slot games with a team of developers. Optimized code and Unity projects. Held instructional meetings in best coding practices, source control, and Unity techniques. Improved studio morale with team building exercises that are now being implemented across the company. Took initiative to learn Perforce to fill the unoccupied studio admin position.

Split Pixel Studios LLC - June 2012 to May 2013

Wrote an A* pathfinding implementation for spherical planetoids with an editor tool to bake the custom node based grid. Made a custom GUI solution. Developed a combat system with combos operated by swipes and taps, a dynamic scoring system, and combat AI. Helped producer set schedule. Overviewed and relayed each asset's technical requirements to teammates. Implemented store with upgradable power-ups.

GRID Lab - Feb 2012 to May 2012

Worked on a time lapse simulation of a nuclear plant. Reorganized and fixed previously written code. Added functionality including UI, camera controls, traffic waypoint system, and player controller.

Independent Projects

Sir Piggleton - June 2015 to Present

Endless runner for Android. Integrated Parse for a backend, Soomla for IAP, Google Play Services for achievements, leaderboards, and quests, and Hockey App for CI. Dynamically loaded items for purchase as asset bundles and virtual currency info from Amazon S3.

Stream Flow - Mar 2015 to Apr 2015

WinForm application to help with streaming video games. Combined Challenge.com, OBS, Twitter, and Twitch using REST APIs for a unified experience. Used ffmpeg for video cutting.

Space CUBEs - Dec 2013 to Dec 2014

Top down shooter for Android/PC. Made tools to streamline importing assets into Unity. Baked vertex colors and combined meshes to reduce draw calls. Loaded/saved to binary files with in-game edit menu for debugging. Wrote level creator for quick prototyping and development using reflection and serialization. Used extensive Vector and Quaternion math for creating ships.

Knighthood - Aug 2013 to Nov 2013

PC prototype. Wrote A* implementation for 2D platformer. Designed deep combat system with team combination attacks and fluid platformer controls.

Education

Ohio University - Sep 2009 to May 2013

Majored in Digital Media: Games and Animation and minored in Computer Science, GPA: 3.37

Other Experience

Split Pixel Studios LLC

Helped found Indie game studio in Athens, OH with three other game developers.

Ohio University Game Developers Association (OUGDA)

Helped run a game developers group for passionate students as Vice President. Tutored over a dozen classmates in C#, Unity 3D, and game development. Gave general advice and help to many other students.