

# RHYS STEVER

## SOFTWARE DEVELOPER

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## OBJECTIVE

Searching for a full-time software development position starting the summer of 2022

## SKILLS

**Languages:** C#, JavaScript, Java, C++, Swift

**Tools:** Unity, Git, Bootstrap 4, Xcode

## EDUCATION

### Rochester Institute of Technology

B.S. Game Design and Development  
2018 - 2022  
GPA: 3.6

## AWARDS

### Dean's List

Fall 2018 - Spring 2019

### RIT Presidential Scholarship

2018 - 2021

## AFFILIATIONS

**Computer Science House** Exec. Board Member

**RIT Pep Band** Member

**Intramural Volleyball** Captain

## EMPLOYMENT

### Comcast NBCUniversal

Tech Intern: Mobile Development

Philadelphia, PA  
June 2021 - Aug. 2021

Created user story screens for the iOS mobile application for Xfinity and all other Comcast NBCUniversal partners. Developed on Xcode 12, for both Internet Onboarding and Device Activation teams. Contributed to flex modem activation and doorbell onboarding flows. Implemented unit testing for new features.

### Workinman Inc.

Browser-based Developer

Rochester, NY  
May 2020 - Feb. 2021

Published educational courses using Storyline 360. Coordinated on a small team to ensure efficient work pickup, development, review and delivery. Communicated with clients for updates and feedback.

## PROJECTS

### Standings Simulator (JavaScript)

May 2021 - Current

A web app that displays a current tournament along with its remaining matches. Users can predict which teams will win which matches and the resulting standings will be shown.

[github.com/rhysstever/StandingsSimulator](https://github.com/rhysstever/StandingsSimulator)

### Stonks (C#, Unity)

Jan. 2021 - May 2021

An idle clicker game which can be played on the web. Players tap to earn cash that can be spent on stocks or in game upgrades.

[github.com/rhysstever/Stonks](https://github.com/rhysstever/Stonks)

### Word Image Game (Javascript)

Dec. 2020

A puzzle game where the player is shown four pictures and must guess the word that is common among them.

[github.com/rhysstever/WordImageGame](https://github.com/rhysstever/WordImageGame)

### Professional Platypus City (C#, Unity)

Jan. 2020

An adventure game in a world of platypuses. The player waddles around completing quests for the professional platypuses of the city.

[github.com/rhysstever/ProfessionalPlatypusCity](https://github.com/rhysstever/ProfessionalPlatypusCity)

### Inkorporated (C#, XNA)

Jan. 2019 - May 2019

A 2D platformer where the player draws their own platforms to reach the goal flag. Implemented collision detection and worked on level design.

[github.com/rhysstever/Inkorporated](https://github.com/rhysstever/Inkorporated)