

Steven Drain

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PROFESSIONAL SUMMARY

Game design and interactive media student with 6+ years of hands-on experience in Unity, C#, Blender, and Maya. Skilled in full-cycle game development including scripting, 3D modeling, animation, level design, and UX testing. Proven ability to ship projects independently and collaborate within a professional studio team. Detail-oriented problem solver with a passion for crafting engaging player experiences.

TECHNICAL SKILLS

Engines & Languages: Unity, C#, HTML, CSS, JavaScript

3D & Design Tools: Blender, Autodesk Maya, Adobe Photoshop, Premiere Pro, Visual Studio Code, Github

Skills: Game Design, Level Design, 3D Modeling, Animation, SFX Integration, UX Testing, Script Writing, Version Control (Git)

EDUCATION

Boise State University — Boise, ID

May

2026 Bachelor of Science — Games, Interactive Media, and Mobile Technology (GIMM)

PROJECTS

Programmer — Project Soulbound

2025 – Present Torchfire Studios | Boise, ID

- Developing gameplay systems and mechanics in C# within a professional indie studio pipeline.
- Collaborating with programmers and artists on an ongoing title using version-controlled workflows.

Solo Developer — The Ark (3D Stealth Game)

2023 – 2025 GIMM

- Sole developer responsible for C# scripting, game design, 3D modeling, animation, SFX, and music across a multi-semester project.
- Took the project from initial concept to a fully playable build, managing all production stages independently.

Solo Developer — Saddle Bum's Last Stand (3rd Person Shooter)

2023 Game Dev and Design Club

- Built a third-person shooter in 10 days, handling scripting, 3D modeling, and game design solo.

Designer — Couch Co-Op Game

2024 GIMM

- Contributed C# scripting, level design, and Unity development to a cooperative multiplayer game.

Programmer — Interactive Comic

2023 GIMM

- Built an interactive narrative experience exploring themes of death and consciousness using C# scripting, and Unity.

EMPLOYMENT HISTORY

Retail Shift Lead — Bronco Shop, Boise State Bookstore

Nov 2025 – Present

- Led a ~ 7-person shift team, handling task delegation, opening/closing procedures, and store operations.
- Resolve cross-department issues and serve as the primary point of contact during shifts.

Tech & Sales Associate — Bronco Shop, Boise State Bookstore

Sep 2024 – Nov 2025

- Managed technology and supply inventory and processed payroll deductions and special orders.
- Provided sales assistance and technical guidance to customers across the technology department.