

STEVEN DRAIN

Game Design

PROFESSIONAL SUMMARY

Game design student with 6 years of experience with Unity, C#, and Bender. Demonstrating skills in UX testing, Maya, and the Adobe Suite of products. Showcasing an intention to detail and growing. Aiming to grow my skills all across the game industry through constant learning, growth and problem solving.

EMPLOYMENT HISTORY

TECH/SALES ASSOCIATE
Boise State Bookstore

Sep 2024 - Present

- Restock technology and supply inventory, Conduct payroll deduction payments, Handle Chapter 31 payments, Manage special orders through our shop.

SNACK SHACK INTERNSHIP
North Star Charter School

Aug 2021 - May 2022

- Developed multiple business plans to streamline our ideas, managed staff schedules, inventory supply runs and a budget in order to generate a profit.

SKILLS

*Game Design (Experienced),
Project Management (Expert),
Storyboarding (Experienced),
Level Design (Expert, Unity 3D
(Expert),
C# (Expert), VR (Beginner),
Blender (Experienced),
Adobe Creative Suite (Skillful),
Maya (Skillful),
Visual Studio Code (Expert),
HTML5 (Expert),
JavaScript (Experienced),
CSS (Expert), Bootstrap(Expert),
SQL (Experienced),
UX Testing (Experienced).*

EDUCATION

**GAMES, INTERACTIVE MEDIA, AND
MOBILE STUDENT UNDERGRADUATE**

2022-2026

PROJECTS

- Gym-sperience (VR interactive video) - GIMM (Fall semester 2023)
- Mobile Recipes and Video Game Filter Table Website - GIMM (Spring semester 2024)
- Interactive Comic - GIMM (Spring semester 2023)
- Saddle Bum's Last Stand (Third person shooter)- Game Dev and Design Club
- Project Olympus (First person shooter) - North Star Charter School
- Individual Game Assignment (3D Stealth Game)- GIMM (Fall Semester 2023 - Ongoing)